• MUSIC REVIEWS • COSPLAY TIPS • EVENT REPORTS • ANIME FEATURES •

COM

CULTURE CRASH™

THE ...RE COMIC MAGAZINE

Php100 ISSUE 15

PASIG

Story & Art by: Taga-ilog

ANIMAX

The first ANIMAX Carnival hits the Philippines!
CC COM chats with anime director Koji Sawai!

FAN FEATURE COMIC:
PASIG PAGBABALIK TANAW NI JETHRO

ARTIST PROFILE:
Get personal with Battle of the Planets artist Wilson Tortosa!

HOW WE DRAW 15:
Michael David on the anatomy of a comicbook page

CC COM RATING
PG13
PARENTAL GUIDANCE 13

9 770115 593803
ISSN 0115-5938

WITH AN EXCLUSIVE
WILSON TORTOSA - PASIG
DOUBLE SIZED PULLOUT POSTER

ALSO IN THIS ISSUE:

ON WRITER'S BLOCK, NINJAS, AND BADMINTON (or, RAMBLING IS THERAPEUTIC!)

Know what my biggest pet peeve can be? Writing this editorial, that's what!

I mean it's not like I'm lacking in desire or enthusiasm at the very start here. Hey, sometimes I sit down and feel like I'm about to write my best editorial yet, but somehow, by some cosmic anomaly, everything just seems to get swept away a quarter through and my mind completely goes blank and I end up staring at the computer for a few minutes 'til something snaps me back to reality. Worse yet, I often end up deleting everything I've ever written so far. I feel just like **Spongebob Squarepants** in that recent essay writing dilemma of his. Ohhh I feel for you Spongebob! I do!

Take this editorial for example. I started out with this cool idea of how cool it would be if we were all ninjas at the office! I even had this cool "taking a gander at this month's editorial icons..." opening which made it start out as something smart!

Anyway, I was thinking how great that would be! Having a minion of ninja-artists under your wing? A nod here and poof! ***Pasig***'s done! Raise an eyebrow there and boom! ***Cat's Trail*** is done! Heck! We'll have quintupled our work speed and finally have a chance to come out on a monthly basis! Money problems? Excuse me, but as grandmaster ninja I could always "borrow" any amount I needed for fresh capital right? But then again, my artists could do a ninja vanish each time they missed a deadline! Ooohhh bad idea!

It also occurred to me that I could go with the "hey-I'm-the-Editor-and-I-can-write-whatever-I want-to-write-in-the-editorial" approach, and just write whatever I wanted to write about, however obscurely related it may be to ***Culture Crash***. I mean I read editorials here and there that talk about recent developments in their lives and not even mention anything related to their publication! So I thought about writing about badminton and how addicting it's gotten for me and yes, people, it is a nice way to get together with the ladies!

Of course I could also just write about how cool things are going with the storylines and how ***Pasig*** and ***ODID*** have come to a somewhat chapter-like close. And in addition mention our nice fan feature (Pasig spin-off) and a few of our cool articles like the *How We Cosplay* article which we were thinking of making a permanent staple.

Then again I could just write about everything and be done with it! Hey whaddayouknow!?! That's just what I did and I actually found it quite enjoyable, not to mention therapeutic! Well! I guess that's that! Time to finally get this thing to print! That's a wrap guys! YAY! See you next issue!!!

Jescie James L. Palabay
Publisher/Editor-in-Chief

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ERRATUM

In the Kangta article (issue 14): the name Shin Hyesung was misspelled as Shin Heysung, and Kangta won Most Favorite Korean Artist, not Most Favorite Asian Artist, in the 2002 MTV Music Awards. Apologies for the error.

DISCLAIMER:

Kung kamukha man ng mga karakter [illegible] kaliwa ang mga karakter [illegible] serye na iyong kinagiliwan, [illegible] dinownload sa internet, [illegible] lamang yan. 'Wag niyo [illegible] wala kami datung, [illegible]

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PASIG

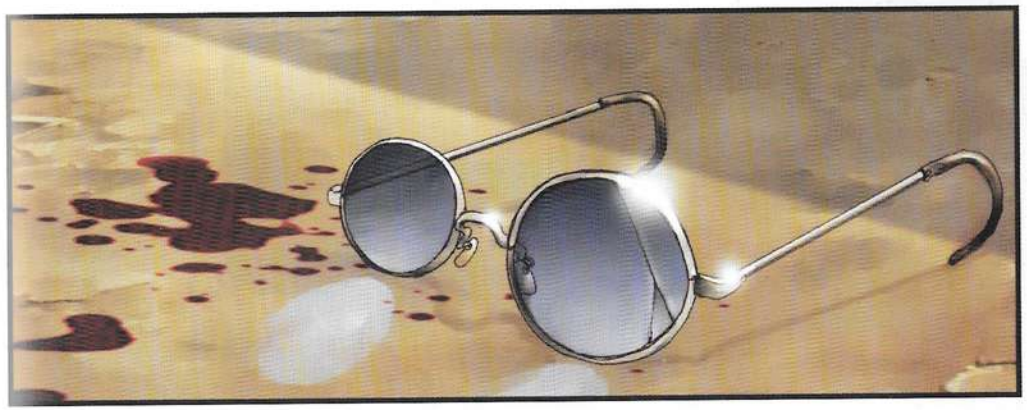
IKA-15 NA KABANATA:
PAALAM KAIBIGAN

Story & Art by Taga-Ilog
Flats by: Jon Zamar

PASENSYA NA BATA...
TP
...PERO DI KO MAPAPALAMPAS ANG PAGKAKA-TAONG ITO!
!!!
FWP
MNFF...
HA!
THWP
OOF
A-ANONG?!
UMALIS KA DIYAN!!!

MATIGAS KA HA?!!
SHWP
SHWPP
TP
SANDALI.
HINDI!
HURAKK!!!
SHRAK

HFF
HFF
HFF
BISH
HUWAG...
...HUWAG MO SIYANG LABANAN.
P-PANALO NA TAYO.
HMPF! SINA-YANG N'YO LANG ANG ARAW KO. BUKAS NA NATIN ITULOY 'TO!



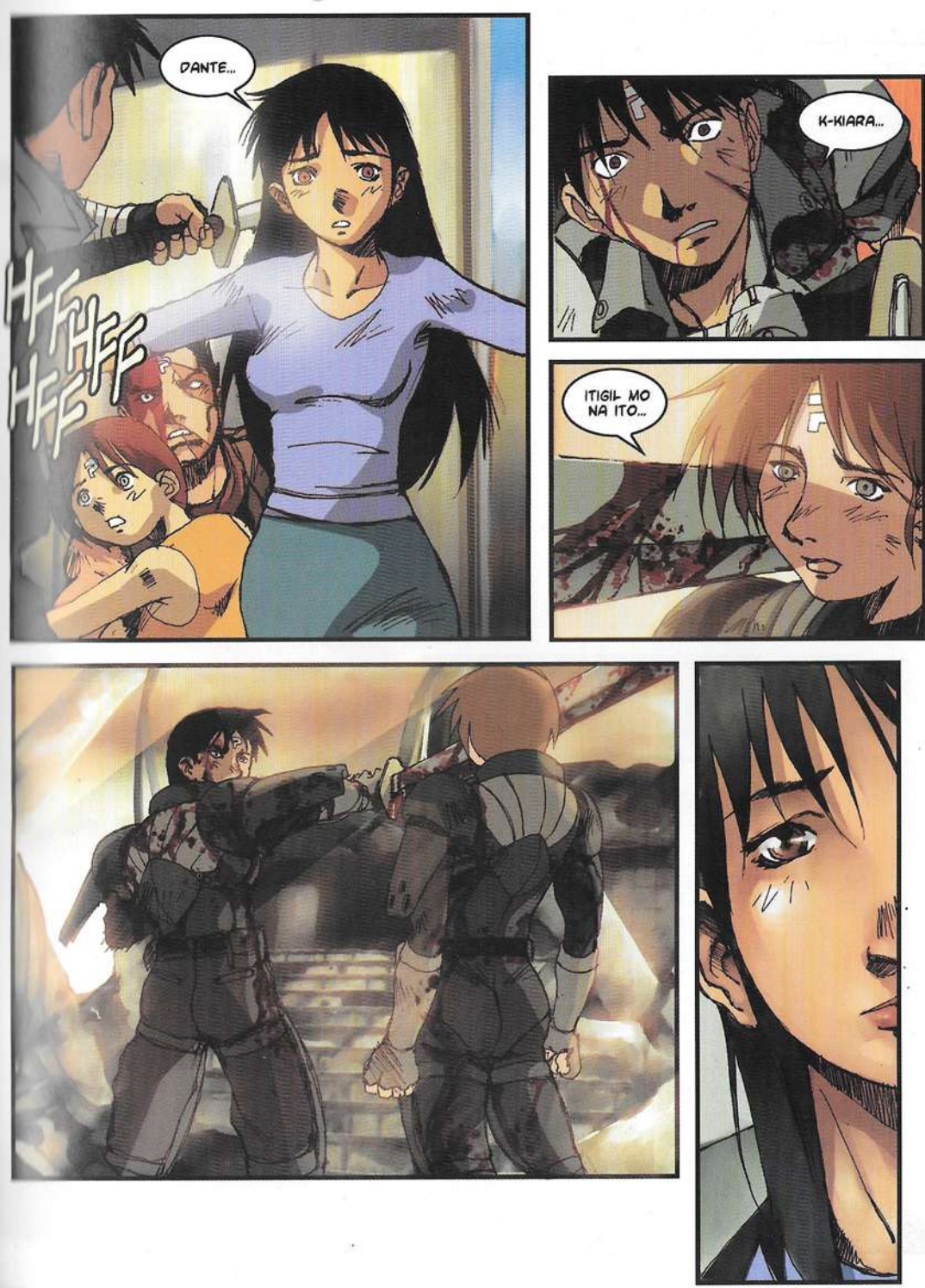
HAY, SA WAKAS, NAKARATING DIN TAYO!

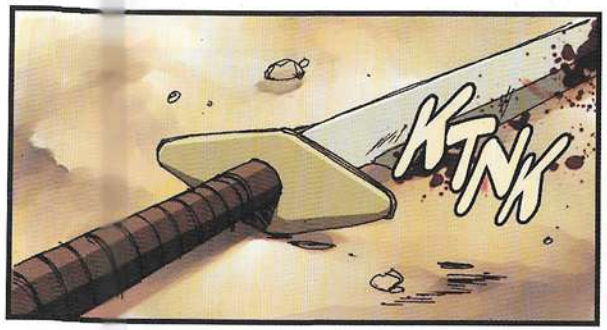
MUKHANG MATATAGALAN PA SI ATE MARIKO, KAYA TAYO NA LANG ANG MAGLUTO NG HAPUNAN.
A-E HEHE MEDYO WALA AKONG ALAM SA BAGAY NA 'YAN...

HUWAG KANG MAG-ALALA, ATE MINA, HINDI NAMAN SIGURO GANON KAHIRAP...

!!

H-HEH... KOF... MUKHANG PANALO KA NGAYON... KOF... KAPITAN...
HFF HFF HFF HFF HFF
itinago niya ang talim bago pa man ito tumama kay Dante... hindi rin pala niya magagawa sa huli...
H-HALIMAW...
ISA KANG HALIMAW...
PLID
IKAW ANG PUMATAY SA KANILANG LAHAT!!!
CLK CLK CLK CLK CLK
GRRAHH!!
HUWAG!!!
SHNF


DANTE...
HFF HFF HFF
K-KIARA...
ITIGIL MO NA ITO...



UNTI-UNTING NABUO SA AKING ISIPAN ANG MGA PANGYAYARING NAGANAP NOONG ARAW NA IYON...

ANG MALAKING PALA-ISIPANG BUMAGABAG SA AKIN SA LOOB NG MAHABANG PANAHON AY NABIGYANG LINAW SA ISANG IGLAP.

NAGKAMALI AKO.

HINDI ...NG MAGKA-MALI ...MGA BAKAS NG ...MAAN...

...NGUNIT ANG PUSO NG TAO, KAILANMAN DI MARUNONG MAGSINUNGALING.

NAMATAY SA MGA KAMAY NG KAPITAN ANG AKING MGA KASA-MAHAN, SUBALIT...

HINDI SI *DANTE* ANG HALIMAW NA HINAHANAP KO SA LOOB NG MAHA-BANG PANAHON...

KUNDI ISANG NAKAPANGI-NGILABOT NA KATAUHANG NABUBUHAY SA LOOB NG KANYANG KAMALAYAN.

ALAM ITO NG AKING KAPATID...
...SIYA LAMANG ANG NANIWALA KAY DANTE.
HOY, ELIAS! TUMAYO KA NGA DIYAN!
ELIAS...
NAGAWA NIYANG TALUNIN ANG HALIMAW NA PUMASLANG SA AMING MGA KASAMAHAN...
ELIAS...
A-ATE...
...ISANG HALIMAW NA PINANGANGAMBAHAN KONG MULI KONG NAGISING.
HUWAG MO NGA AKONG MA-ATE-ATE DIYAN... ILANG BUWAN LANG NAMAN ANG ITINANDA KO SA IYO* ...SIGE NA TUMAYO KA NA AT ITULOY NA NATIN ANG PAGSASANAY MO...
KONTI KA NA TULOY MAPAHAMAK KANINA...
P-PATAWAD... KIARA.
HUWAG KA SA AKIN HUMINGI NG TAWAD... SA BATANG IYON DAPAT.
DALAWAMPUNG HAGUPIT ANG INABOT NIYA DAHIL SA PAG-TULONG SA IYO...
*KAPATID NI KIARA SI ELIAS SA AMA. -ILOG

...
DANTE.
DANTE... MARAMING SALAMAT ULI SA 'YO.
SALAMAT SA PAGSAGIP MO SA AKIN KANINA. AKO NGA PALA SI ELIAS. ANO ANG PANGALAN MO?
HOY IKAW!!! DI KO ALAM KUNG SINO KA SA TINGIN MO, PERO TINUTURUAN MO LANG MAGING LAMPA 'TONG KAPATID KO!
ATE NAMAN...
PASENSYA NA...
...
T-TARA NA NGA ELIAS!!! KAILANGAN MO PANG MAG-SANAY...
ARAY! ARAY! ARAY!

GATOS TKAIL

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ART / COVER ART:
E. A. DAMASO

FLAT COLORS:
JON ZAMAR /
ROBI

FINISHING COLORS:
ROBI

EPISODE 15: MAINITIN ANG ULO

SORI PO MIS.
HINDI NA PO AKO UULIT. PROMISE.
WASH!
WALANG KAPATA-WARAN ANG GINAWA MO SA 'KIN!

HUWAG POOO...
HRKK!

AKO'NG HARAPIN MO YUKIKO!
HUWAG KANG MAKIKI-ALAM!
MAMAYA NA KITA TATAPUSIN.
GHK!
MAGHINTAY KA!
SHAAA
THWAK
SHOK

TSH
HA?!
SSSSS
UHU!
UHUK!
HGKK!
MABALIK NGA AKO SA DUWAG NA SIBILYANG 'TO!
"ANO'NG?!"
"PAREH KAMI N FIGHTIN STANCE

HAVANNA POLICE

SEHR, HETO NA POH ANG MGA FILES NAH PINAPAHANAP NIYOH.
SALAMAT SARHENTO.

...SHERIFF POPPY AT SARHENTO DAMAHAYHAY.

SPOT INVESTIGATIONS
!!HWAN KO NA LHANG PO DITOH SA DHESK NIYO, SEHR.

TOG!
MAGANDANG GABI PO...
HM?

MEDYO MALALIM NA ANG GABI MGA KAIBIGAN, ANO BA'NG MAIPAGLI-LINGKOD NAMIN SA N'YO?
DUDAH AKOH SA MGA TAONG 'YAN SEHR...
MAHBAN-TUUT.

PAUMANHIN SHERIP. NAIS KO LANG NAMAN MAGLABAS NG KAUNTING SAMA NG LOOB...
...MATAGAL NA AKO'NG NAIIRITA SA OPERASYON NG INYONG HIMPILAN!

KAYA'T NAGPASYA NA LANG AKO'NG DURUGIN ANG GUSALING ITO AT UBUSIN ANG MGA SALOT NA PULIS NA KATULAD NIYO!!!

PAGMASDAN NIYO...
KA-SHING

...ANG AKING OBRA MAESTRA!!!
SHWUP

KTINK
KTINK
KTINK
HINDI NA KAYO MAGIGING HADLANG SA AKING MGA EKSPERIMENTO!
PAALAM SHERIP POPPY! PAALAM SARHENTO! PAALAM SA HIMPILAN NG PULISYA NG HAVANNA!

ISANG IRON GOLEM?!! SARHENTO MAPAPALABAN TAYO...
ULK!
SHERIFF
SHING
SHING
SHING

PAMBIHIRA! GINAGAMIT NIYA ANG FIGHTING STANCE NG AMING GRUPO. INIBA LANG NIYA NG KAUNTI PERO HALOS GANUN DIN ANG BASICS.
SIBILYAN NGA BA 'TO?
MISS... TAMA NA! MASAMA ANG MANAKIT NG TAO.
...LALO NA ANG PAGKITIL NG BUHAY.
PUWEDE BANG KALIMUTAN NA LANG NATIN 'TO? EHEHE!
KALIMUTAN? KALIMUTAN?! MATAPOS MONG SIRAIN ANG MAGANDA KONG BUHOK KAKALIMUTAN KO NA LANG?
ANG PAPUSA SA 'YO AY...
AKALA MO SIGURO NAKAKATAWA KA 'NO?
...KAMATAYAN!!!

SAKLOLO.
MABILIS DIN SIYANG KUMILOS?!
DALAWANG TAO NA SA ISANG GABI ANG NAKAIWAS SA AKING PAG-SUGOD!
SWISH
PERO HINDI AKO MAG-PAPATALO!!!
FSHT
KRIAK!
HINDI MO PA 'KO KAYANG TAPATAN LALAKE!

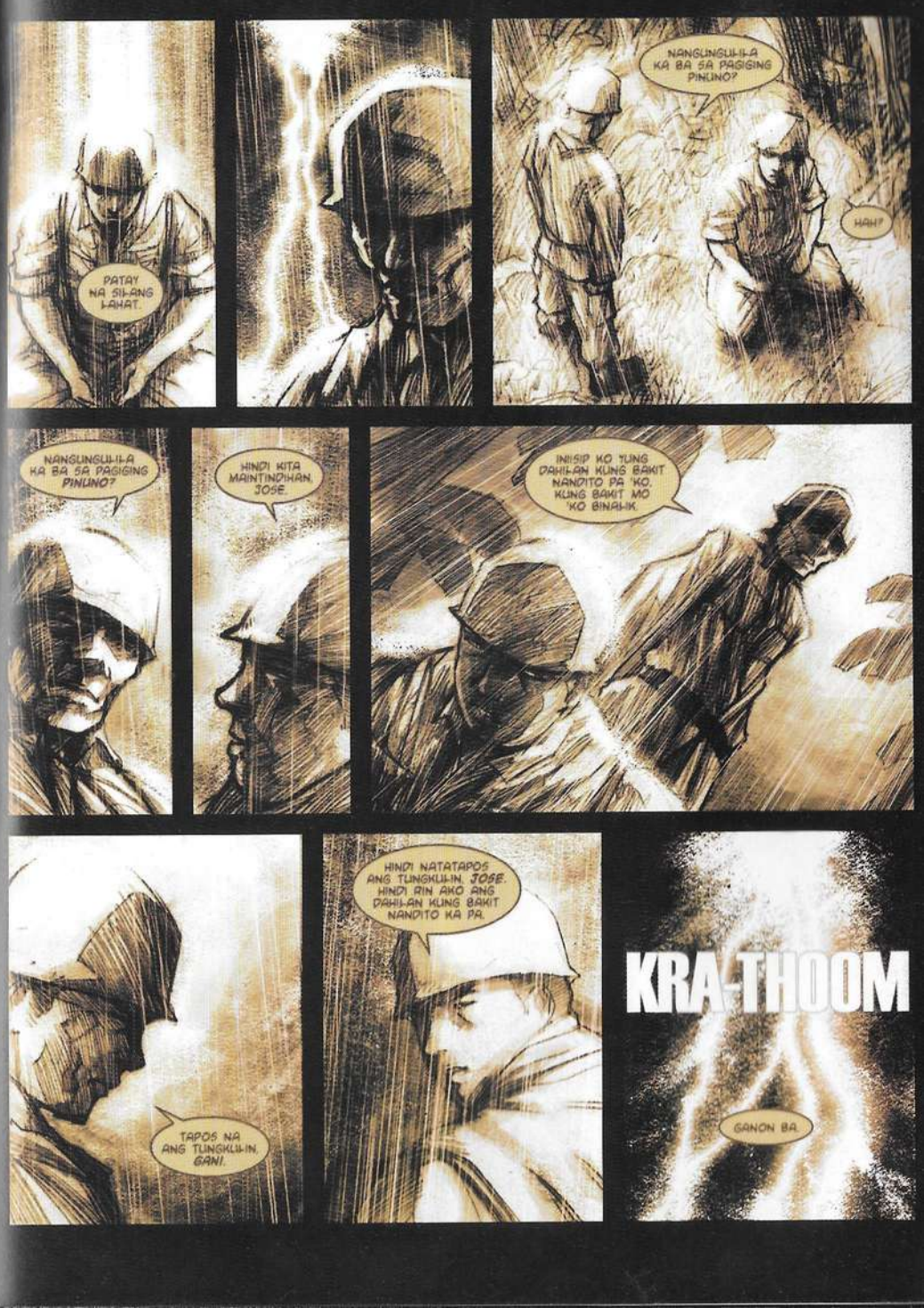
HRKKK!
FWIP
MAGPA-SALAMAT KA SA 'KIN.
FFT
FFT
TATAPUSIN KITA NANG MABILIS!
PAALAM NA SA 'YO!!!
GUHUKK!

FWAP!
HINDI PA TAYO TAPOS YUKIKO.
AKALA MO BA NAPATUMBA MO NA 'KO KANINA?
HA?!!
TAPUSIN MO ANG SINIMULAN MONG LABAN!
SA SUSUNOD NA ISYU: ANG KONKLUSYON NG LABAN NILA ALFRED AT YUKIKO.
...AT SILA SHERIP POPPY VERSUS IRON GOLEM.
AT ANG PAGBABALIK NI MR. ALIEN!...
...BAKA...
...SANA...
EWAN KO.

ITUTULOY...

AKO SI GENERAL ISAGANI SALONGA, AT NASUSUNOG ANG BAHAY KO.
SINASABI NILA NA HUWAG PUMASOK SA ISANG NASUSUNOG NA BAHAY.
ALAM KO NA KUNG BAKIT - MAHIRAP AT NAPAKAINIT. PERO KAILANGAN.
SA KABUTIHANG PALAD AY NAKALABAS AKO.
DALA ANG AKING MGA PAKAY.
NASABI KO NA BA KUNG GAANO KAHIRAP?
SUMUKO NA 'KO SA INIT AT SAKIT. 'DI KO NA NAKAYANAN.
WALA NA 'KONG NARARAMDAMAN.
PAGOD NA 'KONG TUMAYO PERO MAY ISANG PAMILYAR NA BOSES NA KUMUKULIT SA AKIN.

JOSE?
LIEUTENANT ISAGAN! KAILANGAN NA NATIN LUMAKAD!
SI-SIGE.
KRA-
THOOM
JOSE, NASAAN NA SI SERGEANT MENDEZ?
PATAY NA PATI ANG PANGKAT NIYA.
HAH?! LAHAT SILA?
OO, PAT. ANG PANGKAT NI SERGEANT DELA ROSA. TAYO NALANG ANG NATITIRA, TINYENTE.
HINDI AKO MAKAPANIWALANG WALA NA SILANG LAHAT.
"YUN ANG MAGIGING KATAPUSAN NATIN.
MABAGSIK ANG KALABAN. TULAD NG SINABI MO SIR. HUWAG NA HUWAG TAYONG MAGPAPAHULI.


PATAY NA SILANG LAHAT.
NANGUNGULILA KA BA SA PAGIGING PINUNO?
HAH?
NANGUNGULILA KA BA SA PAGIGING PINUNO?
HINDI KITA MAINTINDIHAN, JOSE.
INISIP KO 'YUNG DAHILAN KUNG BAKIT NANDITO PA 'KO. KUNG BAKIT MO 'KO BINALIK.
TAPOS NA ANG TUNGKULIN, GANI.
HINDI NATATAPOS ANG TUNGKULIN, JOSE. HINDI RIN AKO ANG DAHILAN KUNG BAKIT NANDITO KA PA.
KRA-THOOM
GANON BA.

NAAALALA KO 'TO. ANG HULI KONG ALAALA
AKSIDENTE ANG NANGYARI, JOSE.
OO NGA EH. MAY INARBOT AKO SA TAAS. TAPOS...
KUMIDLAT, NAMATAY YUNG ILAW AT NADULAS KA.
OO. BAD TRIP. SUMABIT PA YUNG MANGGAS KO SA GRINDER.
PA-LONG SLEEVE-LONG SLEEVE PA KASI EH.
SIYEMPRE, LALABAS KAMI NGAYON NI AR.
HINDI PA NGA TAPOS ANG TUNGKULIN.
SIGE SIR.

GENERAL SALONGA!
GENERAL, ARE YOU OK, SIR?
HINDI, ANONG NANGYARI?
SIR, IT'S THE ALPHA UNIT. THEY BURNED THE BASE, SIR.
THE BASE.
SAAN NA SILA NGAYON?
SIR, I'M NOT SURE IF THEY MANAGED TO ESCAPE OR IF THEY WERE TRAPPED INSIDE, SIR.

SIGE, MAJOR RALF, I-EVACUATE ANG LAHAT SA HANGAR, THEN WAIT FOR MY ORDERS.
WHAT ABOUT DODON AND THE REST, SIR?

KUNG BUHAY PA SILA, HUWAG NA HUWAG SILANG MAGPAPAHULI.

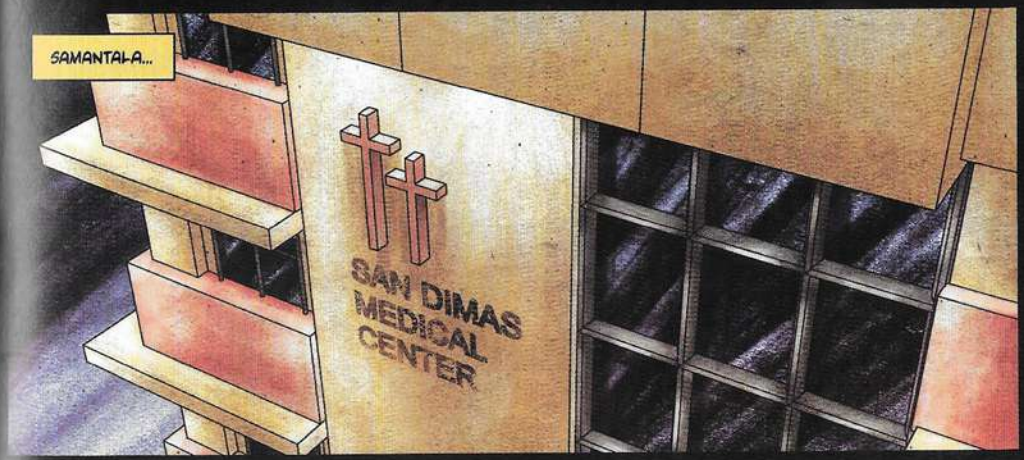
AAH! SAAN NA 'KO?!
ANAK NG [redacted], NAGISING KA DIN.
NASA LABAS TAYO NG OPISINA NI GANI. OK KA LANG, DON?

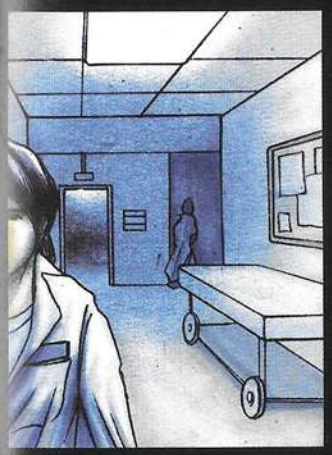
[redacted] HINDI. ANONG NANGYARI?
EWAN KO. NAG-AAWAY SINA NORIO AT YUNG MGA FISHBALL-PATAKAS NA KAMI NG BIGLANG MAY SUMABOG NG MALAKAS. BUTI NAKITA KA NAMIN SA SAHIG.

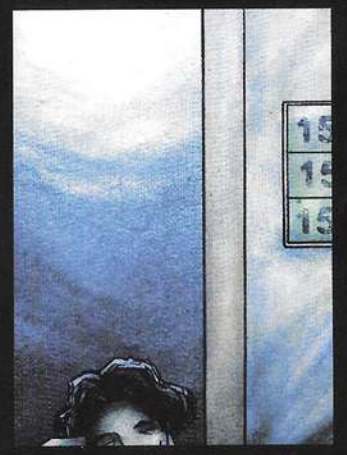
SAYANG, ANG GANDA PA NAMAN NG LABAN NI NORIO, [redacted] KUYOG LAHAT PATI NINJA BALLS.
DON, ANG BIGAT MO!
BUTI NA LANG BUKAS YUNG PINTO SA HARAPAN. KINA-KABAHAN NA 'KO SA APOY EH. BINUHAT KA NA LANG NAMIN NI MANNY.

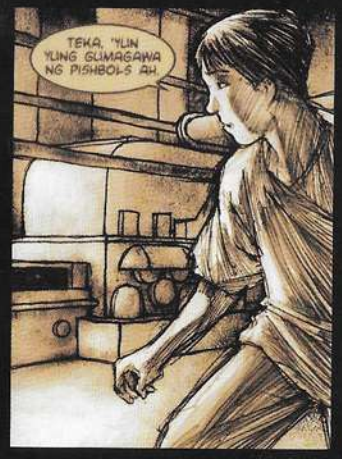
GUMUGULI-O NA DITO. TARA NA DON. KAYA MO NA BANG LUMAKAD?
HINDI NA KITA BUBUHATIN!

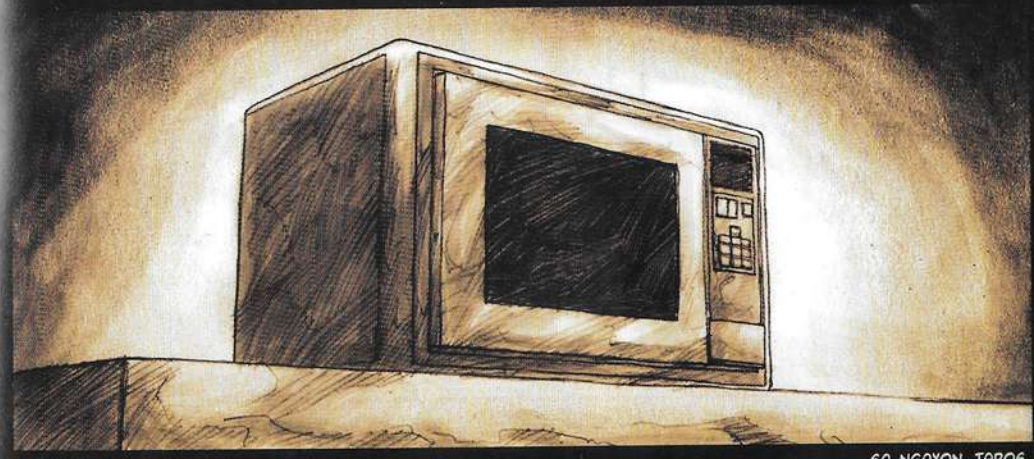
SA SUSUNOD, 'WAG NA TAYONG MAGPAPAHULI AH.


SAMANTALA...
SAN DIMAS MEDICAL CENTER

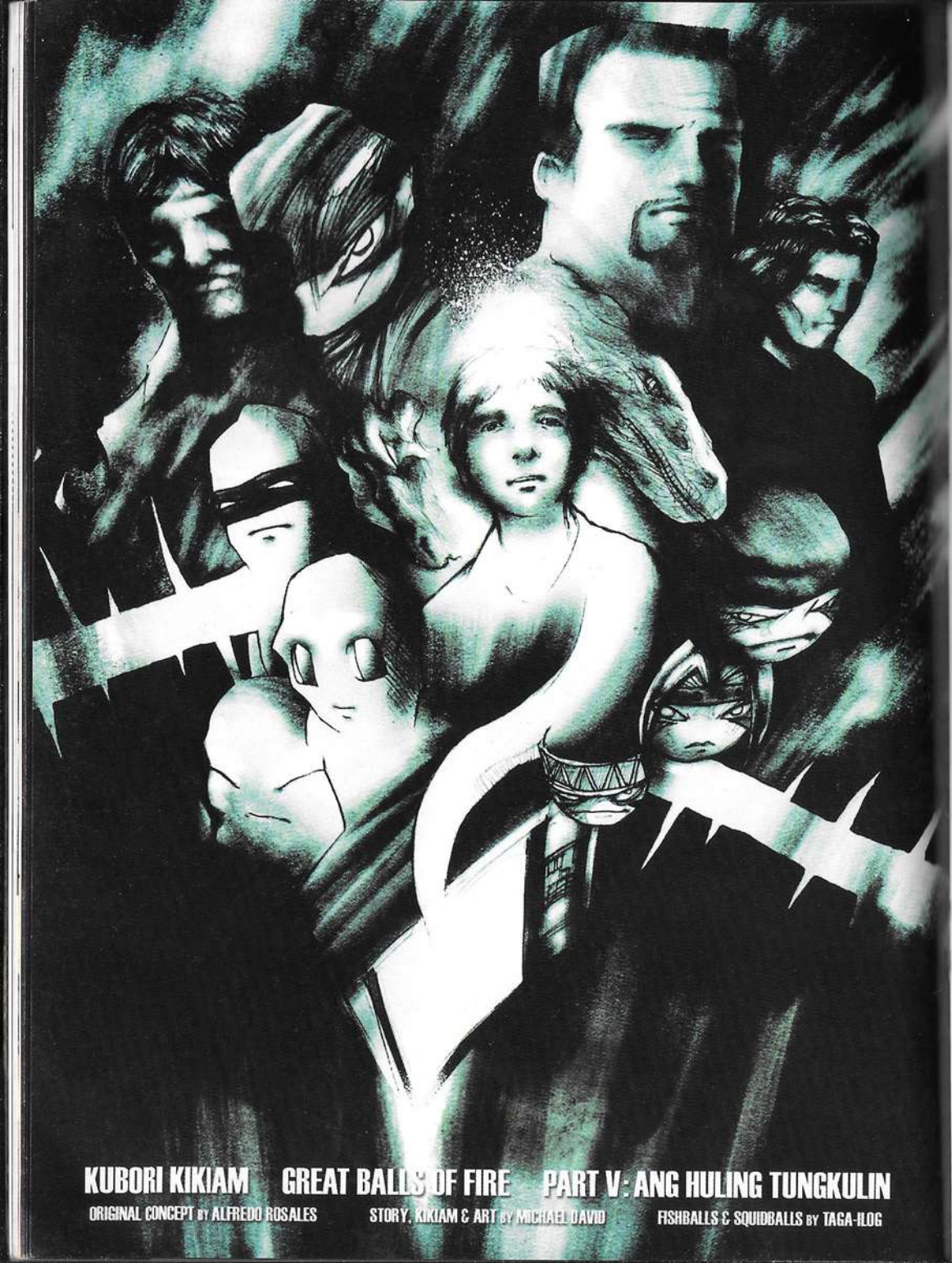




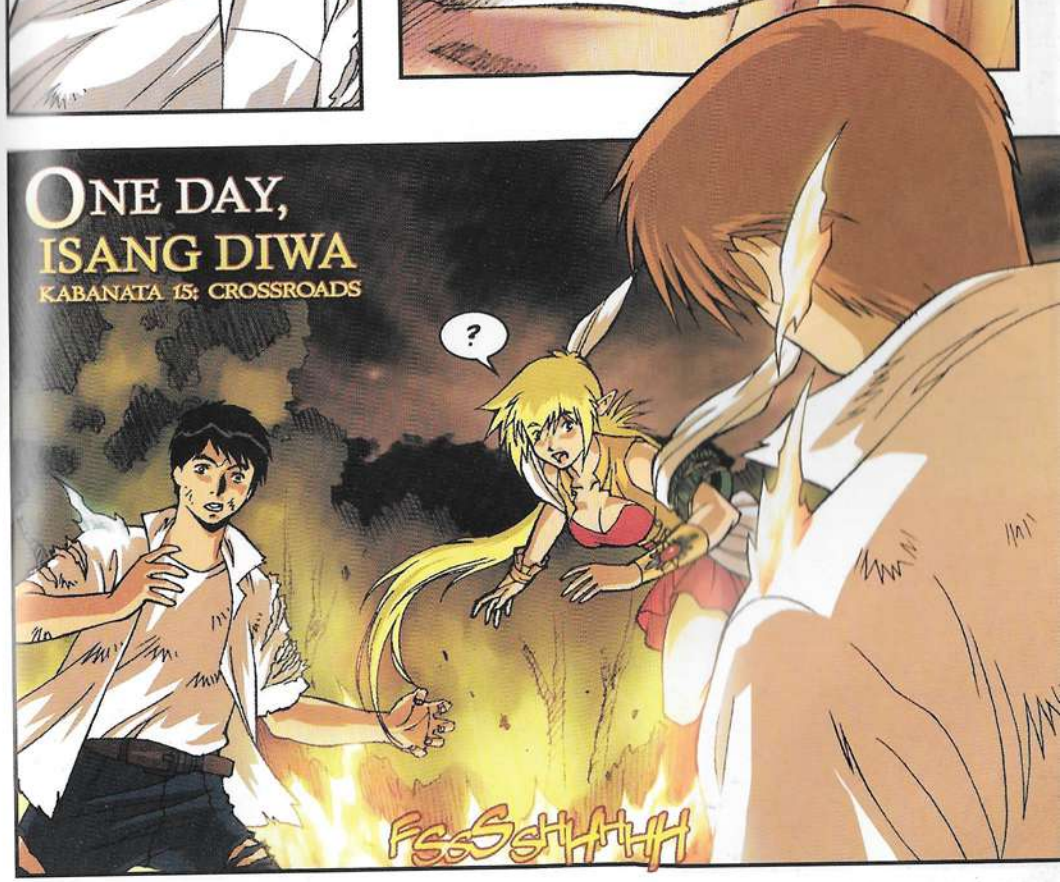




SA NGAYON, TAPOS.

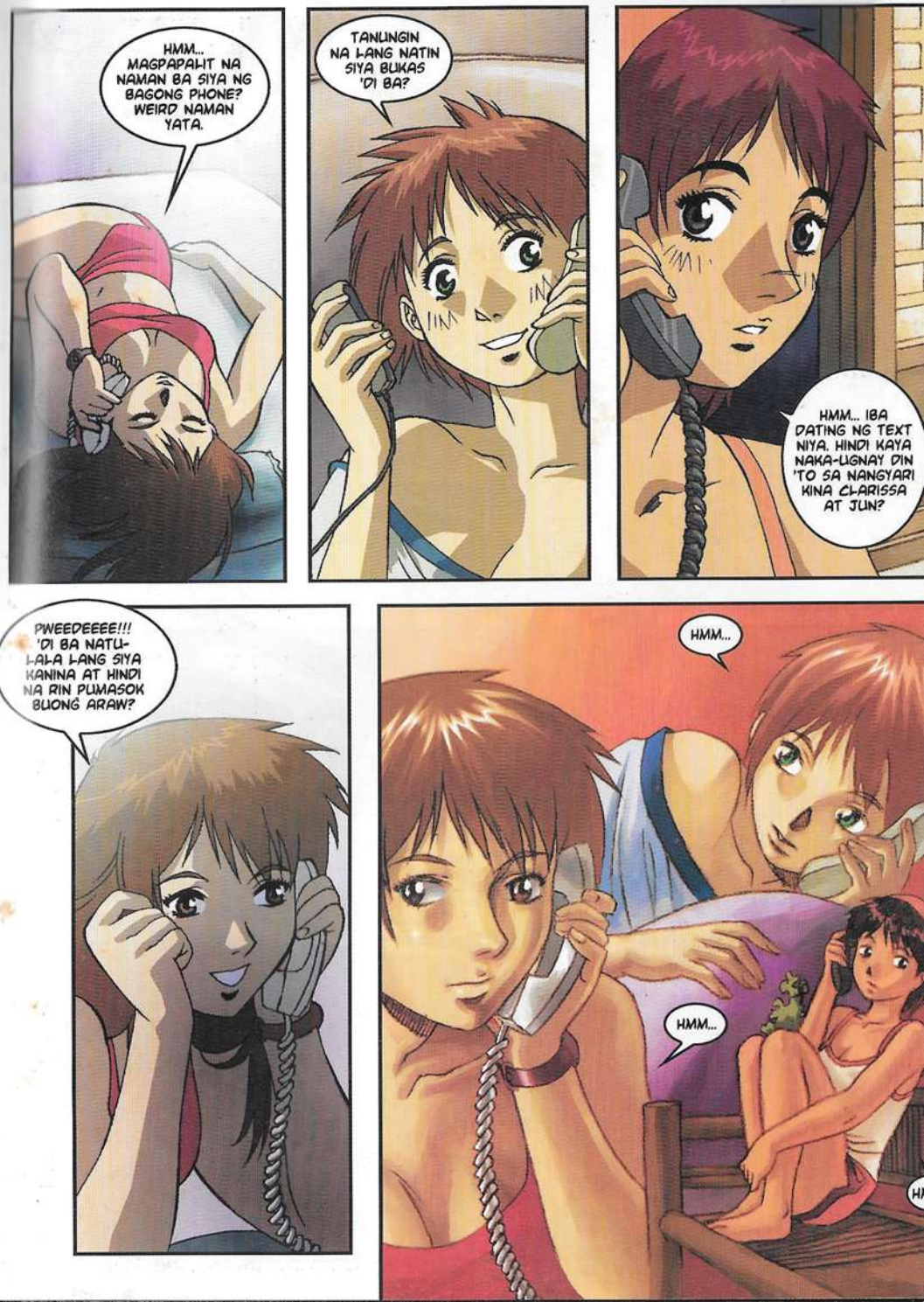

KUBORI KIKIAM GREAT BALLS OF FIRE PART V: ANG HULING TUNGKULIN
ORIGINAL CONCEPT BY ALFREDO ROSALES
STORY, KIKIAM & ART BY MICHAEL DAVID
FISHBALLS & SQUIDBALLS BY TAGA-ILOG

DIWA!!!
ITIGIL N'YO ITO! MAGKAI-BIGAN KAYO! BA'T N'YO ITO NAGAWA?!?
HFF HFF HFF
Anak ng Liwanag at Dilim... Pinadala ka ba ng aking Ama ?!?


ONE DAY,
ISANG DIWA
KABANATA 15: CROSSROADS
?
FSSSHHHH

ANO'NG? JEDD?
Hindi ninyo ako mapipigilan!!!
FSSSHHHH
GRRH
SHAFF
FWD
FSSHAAA

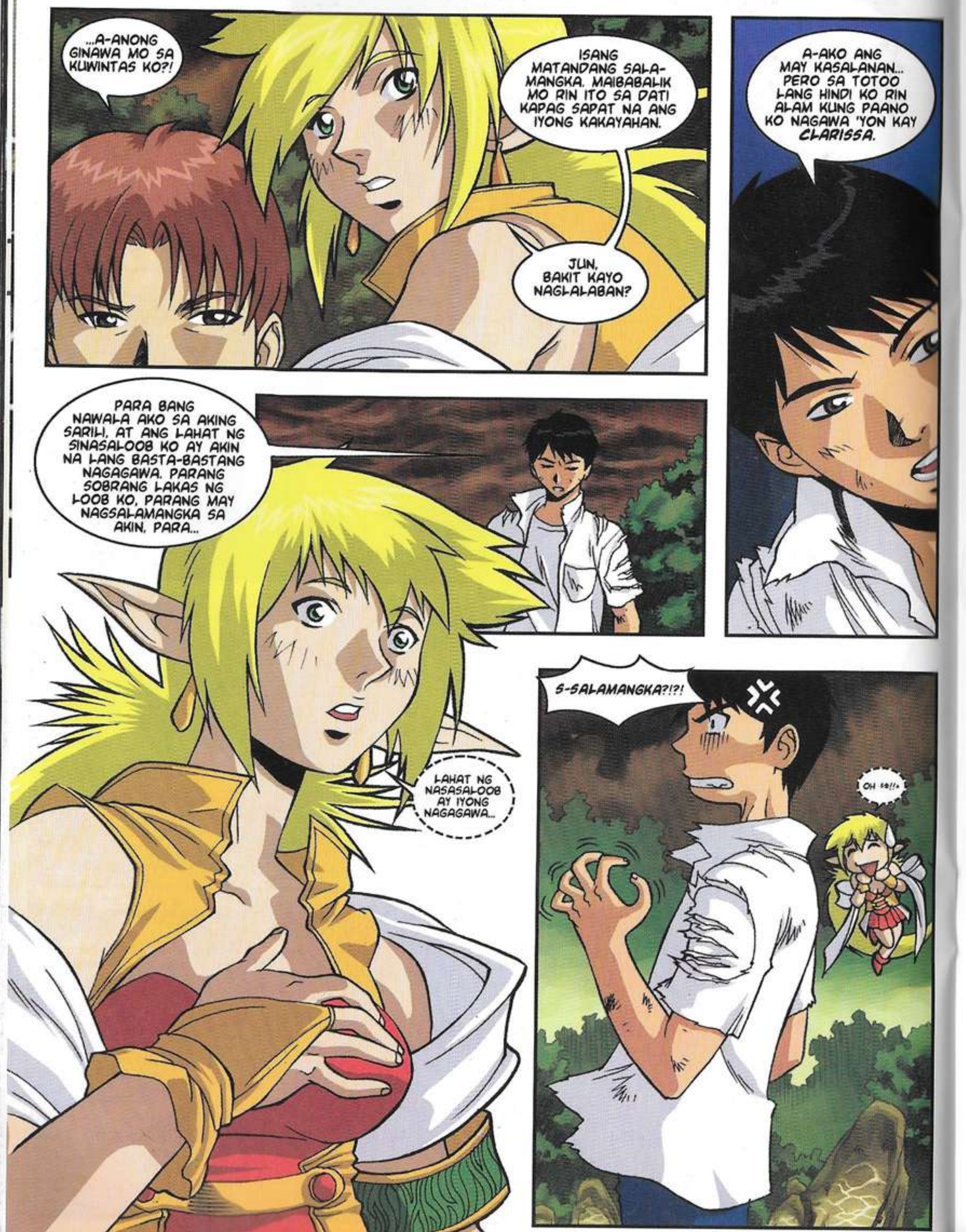
MOKIA
10:20
1 message received
BEEP! BEEP!
SA WAKAS NAG-TEXT BACK DIN SI CLAR... HUH, ANONG... SI LEO?!
HUH?
BEEP! BEEP!
HMM?
BIP! BIP! BIP!
ANG WEIRD HA! "HI FRIEND, I WON'T BE USING MY CELL FOR A WHILE. PLEASE DON'T TEXT ME FOR THE MEANTIME".
MOKIA
Hi friend, I won't be using my cell for a while. Pls dont
Options
HEY, I GOT THE SAME MESSAGE.
PUTI NA ANG UWAK, AKO RIN TI-NEXT NI LEO BILANG ISANG "FRIEND".


HMM... MAGPAPALIT NA NAMAN BA SIYA NG BAGONG PHONE? WEIRD NAMAN YATA.
TANUNGIN NA LANG NATIN SIYA BUKAS 'DI BA?
HMM... IBA DATING NG TEXT NIYA. HINDI KAYA NAKA-UGNAY DIN 'TO SA NANGYARI KINA CLARISSA AT JUN?
PWEEDEEEE!!! 'DI BA NATU-LALA LANG SIYA KANINA AT HINDI NA RIN PUMASOK BUONG ARAW?
HMM...
HMM...

UHHH...
A-ANONG NANGYARI? BA'T HINDI AKO MAKA-GALAW?
JEDD, PASENSYA KA NA.
S-SINO KA? ANO KA?!?
AKO SI DIWA, ISANG LAMANG-LUPA. KAIBIGAN AKO NI JUN.
SI DIWA ANG DAHILAN KUNG BAKIT TAYO'Y MAY KAPANGYARIHAN.

ANG BAWAT TAO AY MAY NATATAGONG KAPANGYARIHANG ESPIRITWAL.
SA MAHABANG PAGSASANAY, MAARING PALABASIN ITO, NGUNIT MAY NABIBILANG SA AMING URI NA MAY KAKAYAHANG ILABAS ITO NG LUBUSAN.
AKSIDENTE PALANG NAPAKAWALAN NI DIWA ANG KAPANGYARIHAN MO NOONG NAKITA KA NAMING SINUSUGOD NG MGA LALAKE.* ANG BUONG AKALA NAMIN AY NASARA NA ITONG MULI NI DIWA. NGUNIT MUKHANG HINDI ITO POSIBLE.
LALO NA NANG NADAGDAG ANG MADILIM NA KAPANGYARIHAN NG KUWINTAS SA IYONG LAKAS.
PAMANA ITO SA AKIN NG AKING AMA. TALIWAS SA IYONG SINA-SABI, SWERTE DAW ANG DALA NITO SA BUHAY.
KUNG GAYON, ANG IYONG ANGKAN ANG NAATASANG TAGAPANGALAGA NG LUHA NI KADAW. KAYO LAMANG ANG MAY KAKAYAHANG LABANAN ANG MASAMANG EPEKTO NG KUWINTAS, NGUNIT HINDI KA PA HANDA.

* ISSUE 3 - ED


...A-ANONG GINAWA MO SA KUWINTAS KO?!
ISANG MATANDANG SALA-MANGKA. MAIBABALIK MO RIN ITO SA DATI KAPAG SAPAT NA ANG IYONG KAKAYAHAN.
JUN, BAKIT KAYO NAGLALABAN?
A-AKO ANG MAY KASALANAN... PERO SA TOTOO LANG HINDI KO RIN ALAM KUNG PAANO KO NAGAWA 'YON KAY CLARISSA.
PARA BANG NAWALA AKO SA AKING SARILI, AT ANG LAHAT NG SINASALOOB KO AY AKIN NA LANG BASTA-BASTANG NAGAGAWA. PARANG SOBRANG LAKAS NG LOOB KO, PARANG MAY NAGSALAMANGKA SA AKIN, PARA...
LAHAT NG NASASALOOB AY IYONG NAGAGAWA...
S-SALAMANGKA?!?!

LUV YOU JUUUN.
EHEHEHE, ANO BA IKINAPUPUTOK NG BUTSI MO? HINDI KA BA MAS NAGING "FREE" AT NAILABAS ANG MGA NASASALOOB MO?
READ MY MIND...
READ? SORRY, I'M A VISUAL PERSON. TEKA LANG.

SHHH! NAG-START NA S'YA!
AYAN NA!
OIST! ENGE POPCORN!

GRRRRR
SSSHHHHH!!!

KAYA KO 'TO! I'M NO.1 DON'CHA KNOW?!
ETO NA! MALAPIT NA SA FAVORITE PART KO!
GROOBY EFFECTS!
LAKAS NG SAYAD NITO AH.

CLARISSA, I LOVE YOU... AT ALAM KO NA MAY GUSTO KA RIN SA 'KIN. PATAHIMIKIN NA NATIN SILANG LAHAT...
H-HA?!?
OH MY GOSH! HOW FAST THEY GROW UP!
Y-YOU HAD ME AT HELLO! YOU HAD ME AT HELLO!
YIIISSSHH... BADUY, GRABE...

HAYYY...
OH YEEEAAAHH! GIVE ME TONGUE BABY!!!

HAYUP KA!
MANYAK!!!
MAG-BABAYAD KA!
KRSSH PAKYU! BLAMINGG!!!
OUCH!
O.A. NAMAN 'YUNG AUDIENCE, PARANG KISS LANG EH.

JUN... ALAM KO NA KULANG, PERO SANA'Y BAYAD NA ANG UTANG NA LOOB KO SA 'YO.

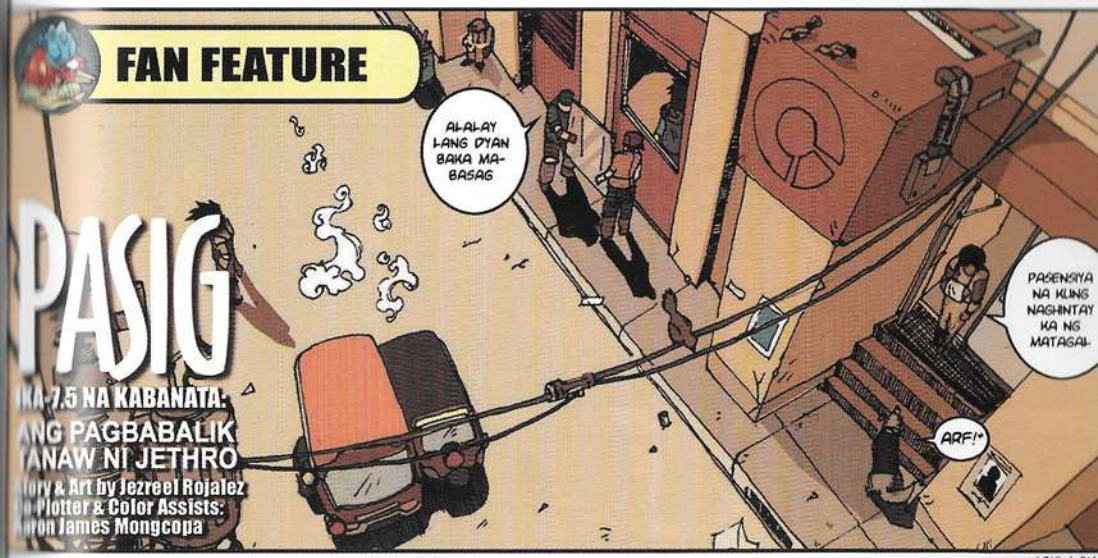
PAKILUSAP, WAG NA NINYO S'YANG SAKTAN.

PAKILUSAP RIN SA 'YO... 'WAG MO NA AKONG KAKAUSAPIN. HINDI NA KITA KAIBIGAN, HINDI NA KITA KILALA...

PINALAMPAS KA NA NI CLARISSA, IBA PANANAW KO.

ITUTULOY...

JL Palabay /PANULAT
Ryan Orosco /DIBUHO
CC COM Staff/KULAY



*OKI LANG

UNANG SUMUGOD SI JUANITO, BIGLA NAMANG LUMURONG SI BAMBEN
BAMBEN! AKO NA ANG UNANG BABANAT. BACK-UP KA SA AKIN.
BAHALA KA SA BUHAY MO, AYOKO KO PANG MASAWI!
PERO IBA ANG MGA TITIG NI DANTE, PARANG TITIG NI BAKI THE GRAPPLER!!!
LET'S GO BUB!!!
INGAT BAKA MAPATAY MO SIYA.
WHASK!!
SWOOOSH
BRAK!!!
MABILIS SIYA... PERO 'DI SIYA LUBRA SA AKIN.
RIDER KICK!!!

TSK!
SLAG!
KIYAAA!!
MAHINA ANG DEPENSA!!
JEZ BAKIT BIGLA NAGKA-ROON NG GLOVES YUNG SUMPAK?
AH..EH..AH KASI.. KASI.. AH.. DAHIL.. WALA LANG!
WHAB!!
HUH!?!
HEHEHE. 'DI KA NA MAKAKA-PALAG PA.
AGHK!!
JEZ PARANG NADUKOT PALOOB NI DANTE YUNG PAL-ABAS SI JETHRO?
AARON, JUST USE YOUR IMAGINATION.
YUNG STUN ROD!! GAMITIN MO NA!!!
CLICK
FEZZT
NO PROBLEMO!!
FEZZT

KAMING MGA MANUNUBOS AY BIHASA SA PAKIKIPAGLABAN...
KA PAHK!!
SHHK
PERO 'DI SAPAT IYON UPANG TALUNIN SI DANTE...
KAPOW!
SWOOOSH
ISANG TAO LAMANG ANG INAASAHAN NAMING MAKAKAGAWA NITO... SI ISIAH!!!
KANINA PA KITA HINIHINTAY DANTE!!!
KSHJK
KE-BRAK

TAPOS AY TINAPON AKO NI DANTE KAY ISIAH...
SWHIPH!
AAAAHHH!
HMP! MABAGAL
KRRRSH!
KA BLAG!
ARAY KO!!! MAY PUMASOK NA BUBOG SA PWET KO...
AYOS KA LANG?!
S-SI DANTE...

TULUYAN NA AKONG NAWALAN NG MALAY. DAHIL DOON AY HINDI KO NA ALAM ANG MGA SUMUNOD NA NANGYARI. SABI NG MGA KASAMA KO BUMIGAY DAW SI BRUNO NANG MAKITA NIYA SI **DANTE**. BUKOD PA DOON AY PINALIGUAN DAW NILA NG SUNTOK ANG MANDIRIGMAN NG ESCLABO... SA TINGIN KO MUKHANG IBA ANG TUNAY NA NANGYARI...

*NASARAPAN KA BA?
**MAGING SINO KA MAN SUNG BY SHARON CUNETA
***WHO LET THE DOGS OUT? SUNG BY BAHAMEN

FANART GALLERY

We've always believed in the talent of the Filipino artist. You prove us right each time you send us artwork. Say it proudly...

YES! DA FILIPINO KEN!!!

ADDY

FERRERO ROCHE

KEANE HARRIS LABAUSA

GUADS

CYRIL LEGASPI

JUNO AMURO

STELLA GRACE GO

XAVIER FRANCIA

TOMOKI HIMI

MYLENE OLAVERE

REA PACASCIO

BONIROS REMOT

RENIE PALO

Send your artworks to the CCCom Office or at fanart@culturecrash.

CC COM GRAFFITI

MARK CEZAR

BARBIE DE LOS SANTOS

CHEESE

AARON JAMES MONGCOPA

GERRY PERANDO

GHERICK AGUIO

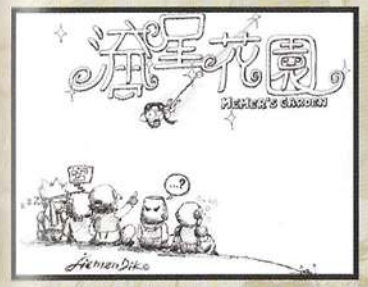
CIELO

JONEL SORIANO

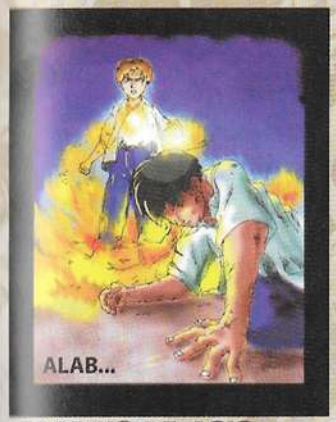
BLITZKERIEG

RED GUY

EDAMA



JIEMEN DIKO



FRANCIS DE ASIS

SYERI

CARLO VICTOR CUSTODIO

OLIVIA CRUZ

TEDDY PAVON

AARON MANUEL

THE DEPOT...

Welcome to the CC Com Fan Art Gallery, where we showcase an assortment of Filipino artistic talents! As with every batch of fan art we receive, we are shocked by the quality of work and skill of our fans. It just takes our breath away everytime. Keep sending them in, folks! There's no better way to show us your work than sending in fanart! We're always ready to receive them, and will post as many of them as our fan pages can accommodate. Just mail your works at:

Culture Crash Comics,
38 General Ordoñez Street,
Marikina Heights,
Marikina City 1811

NEW MAILING ADDRESS!!

or e-mail at:

fanart@culturecrash.com

REMEMBER: Fan Art must not be bigger than 8.5" x 11". Those submitted by e-mail must not exceed 300 kb. ***Only one attachment per e-mail.*** Sending zipped files is highly recommended.

THE ANIMAX CARNIVAL
THE WAR OF EMPERIUM

by Katrine Sales

This ain't no Edsa Revolution, it's just people of all shapes & sizes converging to celebrate the glory that is anime

ANIMAX IS HERE!!!

In partnership with **Philippine Ragnarok Online**, with support from **Ayala Center**, **SkyCable** and **Home Cable**, Animax Asia brought the first Animax Carnival to the Glorietta Activity Center, Manila, on April 3.

Animax, a Sony Pictures Entertainment company, is the first 24-hour anime cable channel in Asia. Launched in January 2004, Animax currently has many exciting programs on air, including ***Get Backers***, ***Clamp School Detectives***, ***Ghost in the Shell Stand Alone Complex***, ***Chobits*** and ***.hack//SIGN***. Filipinos would be familiar with their other titles like ***Cyborg Kurochan***, ***Princess Sarah*** and ***Nobody's Girl***, which were shown in local channels a couple of years back.

Even before the mall opened there was already a queue at the entrances, and a mad dash to the Activity Center ensued when the guards finally opened the mall's doors. It was approximately around 10:30 when the event started with hosts **Vivian Tan** and **Apollo Abrahim** welcoming all guests, visitors and participants.

The Carnival started off with the first of the five Meet and Greet sessions with **Astroboy**. People lined up to have their pictures taken with the boy robot, who was also celebrating his first birthday (though Astroboy was created in the 50s, his character was "born" on April 7, 2003). This was the first time Astroboy visited the Philippines, and there was even a birthday cake specially prepared for him.

COSPLAY GALORE!

Gundam Girl Krizelle, Cosplay Champion once again...

One of the most anticipated activities in any anime event is the cosplay, and for the Animax Carnival, it was no exception. Though there were only 100 slots available, many more people in costumes were milling around Glorietta. A lot of shoppers were surprised and amused while kids excitedly pointed at the participants as they recognized the characters from Animax programs.

The 100 contestants were trimmed to 30 semi-finalists. Judges were ***.hack//Legend of the Twilight*** director **Koji Sawai**, veteran cosplayer **JM Chua**, **Igor Cabbab** of Questor, and **Gregory Ho** of Animax. These 30 finalists were then narrowed down to ten participants, which included a huge blue **Tachicoma** of ***Ghost in the Shell***, an impresssive **Astroboy** mascot, **Rogue** and **Crusader** from ***Ragnarok***, **Dita** from ***Vandread***, **Gundam Girl**, **Yuna**, and **Shaider**. Each contestant paraded in front of the judges and did their best to impress them. Some of them even staged impromptu battle scenes to score points. However, the winner was determined by a poll where the audience could cast their votes for their favorite cosplayer. And the winner was... **Krizelle Yuchingco** as **Gundam Girl**!

Ragnarok also had a special cosplay contest for people who wore costumes of their favorite characters from the game. There were three categories: Best Female, Best Male and Best Monster. Emerging as winners were **Hideto Matsumoto** as Crusader for Best Female, **Glenn Padua** for Best Male and **Choi Elegado** as Best Monster for his Raydrick costume. Winners received cash prizes, gift packs from Animax and Level-Up, as well as an autographed Ragnarok art book from **Myung Jin Lee**.

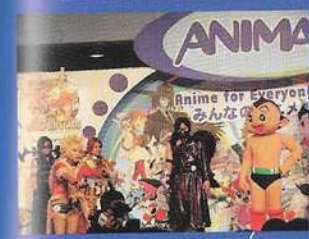
.hack// director, Koji Sawai

Gracing the Animax Carnival was the director of the series ***.hack// Legend of the Twilight***, **Koji Sawai**. Mr. Sawai previously worked on ***.hack//SIGN*** (TV), ***Irresponsible Captain Tyler*** (OAV) and ***Ranma 1/2*** (TV, seasons 2-5).

He gave away autographed copies of .hack//Legend of the Twilight posters during the two autograph signing sessions and gamely answered questions from the audience. With the help of his interpreter, Mr. Sawai gave a synopsis of his latest work and how it is related to the earlier .hack series. When asked who his favorite character is, he smiled shyly and said, "Everyone."

<< amiable director Koji Sawai signing posters and answering questions from his Filipino fans

>>>PICTURE! PICTURE!



EXTRA EXTRA! (Contests, Yo Yo Exhibit, Guest buffet

There were several booths set up around the Activity Center by the event's partners such as **SkyCable** and **Home Cable**, **Gamesmaster** and **K-Zone** magazine, and of course, **Culture Crash**. Freebies such as wrist straps, posters, t-shirts, mouse pads and magazines were given away to lucky guests, contest participants, and those who were patient enough to stay in line for an hour or so. There was even a buffet courtesy of Zen Japanese Restaurant for the VIPs, crew and guests.

The audience was also treated to a spectacular display of yo-yo tricks courtesy of **Bankee Trading**. Different styles were introduced and tricks that one might not think possible were presented. There were even tricks that could be done without the yoyo tied to a string. It was pretty amazing to see all those tricks and it just made you want to go and buy your own yoyo.

There was also an area called the Mega Drawing Wall where you can doodle to your heart's content. There were several drawings that artists painstakingly worked on, while there were some which had humorous messages and sayings. Some did sketches of their favorite anime characters while some did their own original work.

Ragnarok: War of Emperium

Though the game has been around since late March, **Level-Up Games** teamed up with Animax to officially unveil the fourth "episode" in the Philippine Ragnarok Online world, ***War of Emperium (WoE)***. Also known as ***Guild Wars***, WoE allows guilds from all five servers to get a guild fortress (known as Agits) and protect them against other guilds that want to take over. WoE also includes Turtle Island, where players can encounter newer, bigger and fiercer monsters.

The launch started with a dance number by the **Thieves of Morroc**. Gamers probably recognized the music as the remixed version of the game's background themes. Hosts Vivian and Apollo wore spiffy new Ragnarok shirts courtesy of **Penshoppe** and gave away Drops and Poring plush toys to the eager crowd.

Then **Ben Colayco**, pRO head, stepped onstage to tell the audience about WoE. Instead of cheers, the crowd went wild with catcalls and jeers. Ben gamely accepted all these and said, "Bring 'em on. I know I deserve it." Players were not happy with the fact that the servers have been down for the last few weeks, and have been losing their items every now and then. Taking all this in stride, Ben assured the players that the server will be up and running soon. He also urged the guilds to participate in the Road to Seoul tournament where the winner will get to compete against Japan, Taiwan and Korea in an all out Ragnarok tournament. No details were given yet, but Ben did say that the tournament will take place in July.

7 Shots then came onstage and perform the theme for War of Emperium, *Step Inside the Game*. They revved up the cro with upbeat songs from their new album well as renditions of popular songs like *Where is the Love* and *Officially Missing You*, while giving away Ragnarok maps. They also gave away a Ragnarok jersey (which was the only one in existence) to lucky group of guys who sang out loud t Shots' performance.

Being the major sponsor, Philippine Ragn arok Online held several contests aside from cosplay that day. First was the On T Spot drawing contest. Divided into the Junior and Senior categories, the theme the contest was "The War of Emperium: Teamwork Inside and Outside Ragnarok Online." However, those who joined the contest may not have been given the the (I asked the girl in charge if there was a theme but she told me that I can draw a thing related to Ragnarok). Winning the Junior divison was **Alodia Gosiengfiao** (whom many would recognize as Rikku a last year's C3Con).

Then there was the pRO Guild Meet cont which obviously, only those with guilds c join. The guilds with the most number o players present wins the contest, and th award went to **Alarius Eversoar** with 2 members.

IN THE END...

The event was definitely jam-packed tha security had to work twice as hard to ensure the safety of everyone. There we moments when you could hardly move fr one location to another and would some times have to resort going out of the Act ity Center and looking for another entran But with all the activities and interesting things to see, it was well worth it. The event ended a few minutes before 8 pm, and everyone was satisfied, albeit a bit tired. The event was a success and I believe another Animax Carnival would d finitely be welcome in the future.

ANIMAX
Anime for Everyone

.hack//DUSK Director KOJI SAWAI

by Nocchi

It is perhaps our familiarity with "Filipino time" that makes us marvel at things that happen precisely, exactly, on the dot. Like the Koji Sawai interview - it was planned so well, there was no margin left for error. *The interview will start at seven. It should not last more than twenty minutes. Limit questions to four. He has an interpreter, so things should go smoothly.* At seven in the evening – right on schedule – the director and his interpreter made their appearance.

Koji Sawai spent years working for **Tatsunoko Productions**, a company best known for its popular classics ***Gatchaman*** and ***Time Bokan***. His directorial debut was **Ranma 1/2** – a very popular comedy series about a boy who switches genders at the splash of a bucket - which he handled for four seasons. One of his latest projects, ***.hack//Tasogare no Udewa Densetsu***, started airing on **Animax Asia**. He was also involved in the production (as director or otherwise) of series such as ***Maison Ikkoku***, ***Patlabor***, and ***Tekkaman Blade***.

Wearing a blue Animax shirt and slacks, Koji Sawai was exactly how the staff had described him – shy, quiet, and rather tired from his trip. But he smiled easily and was so kind, Culture Crash felt lucky about snagging his first interview for the night. We felt even luckier when we were allowed to ask an extra question – and get his autograph!

PREVIOUS PROJECTS

1981	Goldlightern
1983	Mirai Keisatsu Urashiman
1984	Okawari-Boy Starzan S
1986	Doteraman
1987	Maison Ikkoku
1988	F
1989	Patlabor (movie)
	Patlabor (TV)
	Ranma 1/2 (seasons 2-5)
1992	Uchuu no Kishi Tekkaman Blade
1993	Musekinin Kanchou Tylor
2002	.hack//SIGN
2003	.hack//Tasogare no Udewa Densetsu
2003	Avenger
2003	Wolf's Rain
2004	Madlax

CC COM Q$A

Culture Crash (CC): Considering the advancements in technology - especially in the gaming world - do you think it's possible for a game like The World to exist?

Koji Sawai (KS): When you look at the fast evolving new technology in online gaming, it's hard to say what will happen in the future. It might be possible for a game like The World to exist. What I'm more concerned about is how the more technology gets advanced, there will be less human communication, which I really don't want to happen. But I'm afraid it's going to happen very soon. My stand on technology is not entirely negative, however.

CC: If The World existed, would you play it?

KS: To be honest, I was really afraid that question would come out. (laughs) This is kind of hard to admit, but I've never played the (.hack) game, so...I guess I'll have to try playing it first. But learning the techniques of playing games is really difficult. I once had a match with my nephew, who was in kindergarten then, and I didn't win even once.

CC: Compared to other series in the .hack universe, what is .hack//DUSK's charm point?

KS: I think that SIGN and the other series basically focus on the main character. Granted, DUSK also does that, but rather than concentrating on the main character, the sub-characters are also given their unique personalities... They all have these different goals that they hope to accomplish in The World, and like the main character, these sub-characters also have the passion that helps them overcome whatever obstacle that comes their way. The focus on these characters makes the series more energetic and lively. It's one of the things that makes DUSK appealing, I think.

CC: Of all the series you've worked on so far, which one are you most proud of?

KS: I'll have to say Ranma 1/2, because that was my first involvement in an animation series as a director. That made it very memorable for me.

CC: If you were given free rein to whatever anime you wanted to direct, what would it be? Or would you want to work on a live action series?

KS: I'm definitely concentrating on animation, not live action... As for the story or genre, I have an idea of what I'd like to work on, but I'd like to just hold on to it for the time being.

ANIMAX

Story, pictures, art & article by Robert V Wong

HOW WE COSPLAY: BASIC TIPS ON COSPLAY COSTUME MAKING

3 Techniques in making
SHOULDER ARMOR!
Applicable for knee armor too!

1 MOULDING

Make a **MOLD**. Make the shape of your shoulder armor using either clay, mud or shaped styrofoam. Use sandpaper to polish off the rough edges. Then apply grease or oil on the mold.

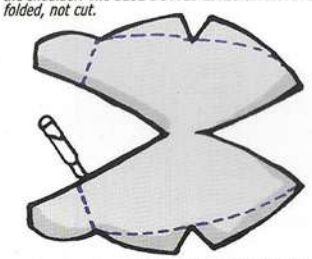
Add **PAPER MACHE** to the surface of your mold. Use old newspapers and apply either **GAWGAW** or an **ELMER'S GLUE SOLUTION** (50% Elmer's glue + 50% water). Make at least two layers. When dry, paint a layer of **WHITE LATEX PAINT** over it, remove from the mold and you're done!

If you still have time, you can further upgrade your armor by adding a layer of **WOOD PUTTY**. It hardens your paper mache and you can polish the surface with sandpaper. This will enhance the metal-like qualities of your armor as you apply paint to it.

2 CUTTING

For this technique you will need to purchase a material called **RUBBER ASSISTED FOAM***, it's a thin rubber sheet used by shoe and slipper makers.

Make a pattern on the rubber sheet based on the drawing below. The size must be based on the size of the shoulder. The BLUE DOTTED LINES are lines to be folded, not cut.



Glue together using **CYANOACRYLATE ADHESIVES**. Good examples of these are superglues like **Mighty Bond**. But more effective are turboglues like **GRECO 888****. because they can stick materials together in a second! Be careful with them because they can actually **burn** your skin if not washed immediately.

You can also use glue sticks, but they may not be as effective. Another alternative would be RUGBY but the result will not be immediate: after applying it to both ends of the material, you will have to wait for 10 mins. before you can stick the parts together.

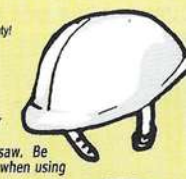
Ang adhesives at ang amoy nila at mapanganib sa katawan kaya magsuot ng goggles at filter mask habang ginagamit ang mga ito.

* Ang affordable rubber assisted foam ay available sa Marikina. Ang mapa ay makikita sa http://www.mechacosplaytips.tk

** Ganun din ang turboglue na GRECO 88, sa Marikina lamang makikita.

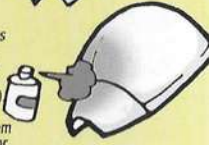
3 SCRAPPING

Scrapping means using an available existing material that you can modify to suit your need. A good example will be the use of an old CAT/ROTC HELMET



Cut off the lip/bill of the helmet with a hacksaw. Be sure to wear work gloves when using sharp instruments.

Take a portion of plastic or rubber sheet, attach it to the cut section, and connect using turboglue or glue stick.



You can fill in the gaps with glue stick and flatten them with the heated tip of the glue gun (Be careful! Hot!) Finish it by spray-painting the whole item with your desired color.

You can attach your armor using VELCRO (some tailorshops call this Magic Tape). Sew one side to your cloth costume and glue the other side to your armor. I strongly recommend using RUGBY instead of other adhesives because it has proven to be the most flexible of its kind.

Got a costume-related question you want answered? Suggestions for future columns? Write to eva_guy01@yahoo.com and good 'ol Jevs or Natalia will do their best to help you out. If your question/comment is chosen, it might be published next issue with illustrations (credited to you, of course)!

COSPLAY TIP: *In making costumes that require the use of toxic chemicals like adhesives or spray paint, or the use of sharp objects or power tools, use proper safety equipment like impact goggles, filter masks & thick gloves. They're a lot cheaper than hospital bills. ^__*

The Dot Hack Project

by Nocchi

On December 24, 2007, millions of people worldwide will download and play a Massively Multiplayer Online Role Playing Game (MMORPG) called **The World**. Like other RPGs, The World is filled with places to explore, people to meet, monsters to vanquish, and tasks to accomplish. But what makes The World unique is the use of a virtual reality headset that "transports" the player into the game, making gameplay a more personal experience.

The World will have around 20 million players by 2010. As its popularity grows, the strangest rumors will circulate – players unable to log out of the virtual world, players comatose in the *real* world, monsters in the wrong levels, disappearing areas...

This strange, fascinating – and should we add, fictional? - game provides the setting for ***.hack***, one of the biggest projects to hit the market in a long time.

.hack//UNIVERSE

The .hack project is made up of the following series, arranged by the order at which they appear in the timeline.

hack//AI BUSTER	novel
.hack//SIGN	TV series
.hack//ZERO	novel
.hack//INFECTION	game
.hack//LIMINALITY	OVA
.hack//MUTATION	game
.hack//LIMINALITY case 2	OVA
.hack//OUTBREAK	game
.hack//LIMINALITY case 3	OVA
.hack//QUARANTINE	game
.hack//LIMINALITY case 4	OVA
.hack//GIFT	special OVA
.hack//UDEDEN	comic
.hack//UDEDEN	TV series

.hack//DEFINITION

.hack (pronounced **dot hack**), the brainchild of **Ito Kazunori** (director), **Mashimo Kouichi** (writer) and **Sadamoto Yoshiyuki** (character designer), is comprised of TV anime, comics, PS2 games, OVAs, novels, and even a trading card game. Because of its huge span of media, people are often confused as to what .hack is and where to begin exploring it. But it's not as complicated as it seems.

.hack is, simply put, a series about a game called The World, and what the game looks and feels like from the point of view of those who play it. Think of it as a collection of pictures of the same subject, taken by different people. Because of the different predicaments its players find themselves in, The World can be someone's paradise and at the same time, another's hell.

The characters of the many .hack series appear alike because they come from the same character classes, but their personalities differ because they belong to different players. These players also have their own motives for playing The World, and different views on how it should be played.

Comics

.hack//Tasogare no Udewa Densetsu

volumes: 3

Written by **Hamasaki Tatsuya** and drawn by **Izumi Rei**, this was serialized in Kadokawa's monthly game magazine **COMPTIQ**. The manga is light and focuses on twins **Shuugo** and **Rena**, but most of its chapters are not shown in the TV anime.

Television

.hack//SIGN

episodes: 26 (plus 2 specials)

This focuses on a timid Wavemaster named **Tsukasa** who, for some reason, cannot log out. Unable to remember his past or true identity, Tsukasa is also wanted by system administrators for his connection to the mysterious NPC (non-playing character) **Hacha**, who gave him an item that enables him to summon a fearful monster at will. Will he ever find a way out of The World?

.hack//SIGN includes two specials: **Intermezzo**, which centers on a powerful character named **Bardina**, and **Unison**, a warm, lighthearted filler episode.

.hack//Tasogare no Udewa Densetsu

(.hack//Legend Of The Twilight) also known as .hack//UDEDEN or .hack//DUSK

episodes: 12

When twins **Shuugo** and **Rena** win a contest that lets them use the legendary .hackers **Kite** and **Black Rose** as their character models, it's off to The World for adventure! Unfortunately, Shuugo is killed by a high level monster that unexpectedly appears in a newbie area. A mysterious girl named **Aura** revives him, gives him Kite's bracelet, and tells him that only he can save The World from destruction.

Original Video Animation (OVA)

.hack//LIMINALITY

episodes: 4

This takes a closer look at the incidents of gamers falling into a coma while logged in The World. Unlike the rest of the .hack series, it takes place mostly offline, following the players as they go about their daily lives.

High school students **Minase Hai** and **Tomonari Kasumi** collapse while playing The World. Only Mai is able to recover, and a man who claims to know the reason behind the event appears...

.hack//GIFT

episodes: 1

The special OVA that comes with the complete set of .hack games, GIFT is a short crazy romp starring the .hack//SIGN and .hack game characters, who have been modified, design and personality-wise, to fit the bizarre tale.

It starts with **Helba** thanking the viewer for purchasing the games, then giving keywords that will lead to the Twilight Hot Springs. Which party will make it there first?

Video Games

The .hack game is a simulation of an online interactive world. Other than communicating with AI-controlled characters, one also gets to send and receive e-mail as well as browse a BBS. There are four volumes of the .hack game: **.hack//INFECTION**, **.hack//MUTATION**, **.hack//OUTBREAK**, and **.hack//QUARANTINE**. Each one comes with an episode of the .hack OVA LIMINALITY.

The hero of the game is **Kite**, the character of a 14-year old player who logs in The World at his classmate **Orca**'s insistence. A high level monster that unexpectedly appeared in the newbie area defeats them, and something weird happens – when Orca dies, his player is also found comatose in real life. A girl named Aura gives Kite a Twilight bracelet that enables him to data drain (e.g. rewrite source code), a power that will either aid or hinder his quest to find a cure for his fallen comrade.

Novels

There are three novels out so far: **.hack//AI BUSTER**, which reveals how Balmung and Orca came to be known as Fianna's Descendants and includes the birth of Aura, the girl seen sleeping (and eventually awakened) in .hack//SIGN; **.hack//ZERO**, a side story that takes place after .hack//SIGN and before .hack//INFECTION; and volume one of **.hack//Another Birth**, which is currently being serialized in Kadokawa COMPTIQ.

Much of .hack's appeal lies in its premise. Is it possible for a virtual game to inflict physical pain? Can beings with artifical intelligence come up with their own – meaning unprogrammed decisions? The .hack project presents a future where the line between the real and the make-believe has become difficult t perceive. Judging from recent developments in technology, or is made to think that this future is likely to happen.

SOURCES:
[1] DOT HACKERS - a project .hack site: http://blackwings.net/hack/
[2] .hack//info: http://www.dothackers.net/
[3] .HACK official HP: http://www.dothack.com/

ANIMAX

ちょびっツ

CHOBITS : A STARTER KIT

by Aziza Arcega

In our present society, it's rare to find someone who doesn't own a computer. And why should it be? People rely on its power so much as it makes our life easier and manageable. As technology steadily progresses, the possibilities for innovation increase. Like, for starters, how about a computer that looks, talks, and moves like a human being? How about a computer that knows what it's like to be happy, to be sad?

Created by the infamous all-girl mangaka team, **CLAMP** (who already offered ***Card Captor Sakura***, ***Magic Knight Rayearth***, ***X/1999*** and ***Angelic Layer***, to name a few), ***Chobits*** touches on the delicate and controversial relationship between a human and a computer.

Meet **Motosuwa Hideki**. He's a 19-year old *ronin* (a college exam repeater) who moves from farmland Hokkaido to big city Tokyo to get a better education. Here enters **Chii**, a *persocom* (personal computer) found by Hideki in a trash dump. Assuming that she's trash too, Hideki takes her home and tries to operate her. As Hideki learns more about Chii's special and unusual personality, he finds himself more drawn to her. What's odd is, Chii seems to reciprocate it. Here the question lies: what will be the result of their relationship?

THE CHOBITS CLUSTER

< CHII
The childlike, adorable persocom Hideki trains and takes care of as his own.

MOTUSAWA HIDEKI >
A naïve 19-year old cram school student with a good heart.

< HIBIYA CHITOSE
The soft-spoken landlady of the apartment *Gabu Jogasaki*.

SHINBO HIROMU >
Hideki's good friend, classmate, and apartment neighbor.

< SUMOMO
Shinbo's cute and bouncy mobile persocom.

KOKUBUNJI MINORU >
A quiet child genius who custom-builds persocoms.

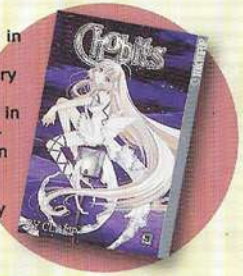
< YUZUKI
Minoru's maid persocom.

OMURA YUMI >
Hideki's co-worker at *Pub Yorokonde*, where he works part-time.

< SHIMIZU TAKAKO
Hideki and Shinbo's cram school teacher.

DARK CHII >
A persocom who looks exactly like Chii except for her dark clothing. She seems to act as Chii's conscience or guide.

< ATASHI
The character in the picture book Chii likes to read. She is portrayed with pink floppy bunny ears and is a possible representation of Chii.



The original Chobits manga was published in the male-targeted Japanese magazine **Young Jump**. The series ran from February 2001 until November 2002, garnering a total of 88 chapters, which were compiled in 9 volumes. The English version was translated by **TokyoPop** and is now available in comic/anime collectible stores. The 26-episode animated series was released in 2002 by **Geneon** and is being aired locally on the 24-hour anime channel, **Animax Asia**.

Usually a series' anime and manga are different, and Chobits is no exception. Though the basic storyline was retained for the animated version, there was a considerable amount of changes made. A drastic alteration from page to screen involved the two main characters, Chii and Hideki. In the manga, both are intellectually challenged but are able to think rationally most of the time: Chii is not that dumb at the beginning and Hideki actually has basic computer skills. However, their animated versions make it seem like the two are both "beginners" in their own fields: Chii is like a child who has to be taught how to say something other than "chii", and Hideki has to be constantly helped by either **Shinbo** or **Minoru** in fixing Chii's "malfunctions". The animated series also features a lot of unnecessary substories, like Chii's quest to buy underwear and Hideki's ghost mishap. They seem out of the story's context so perhaps it would've been better if they weren't given whole episodes.

However, the anime has its good points. The manga version concentrated so much on Chii and Hideki's relationship that the other characters didn't get enough exposure. It was refreshing to have more character development for supporting characters in the animated version.

Like most anime series, Chobits also comes loaded with a lot of merchandise for fans. These include three soundtracks, a long list of artbooks, plush toys, and even a simulated dating game for PS2. Among those mentioned, the first three are locally available here. If you're a fan of the series, they're definitely worth checking out.

So where do we go from here? Will Chii and Hideki break the barriers and pursue their relationship, or will it be the other way around? If this gets you curious enough, then go check out the series because we're not even close to the issues of the other characters yet...

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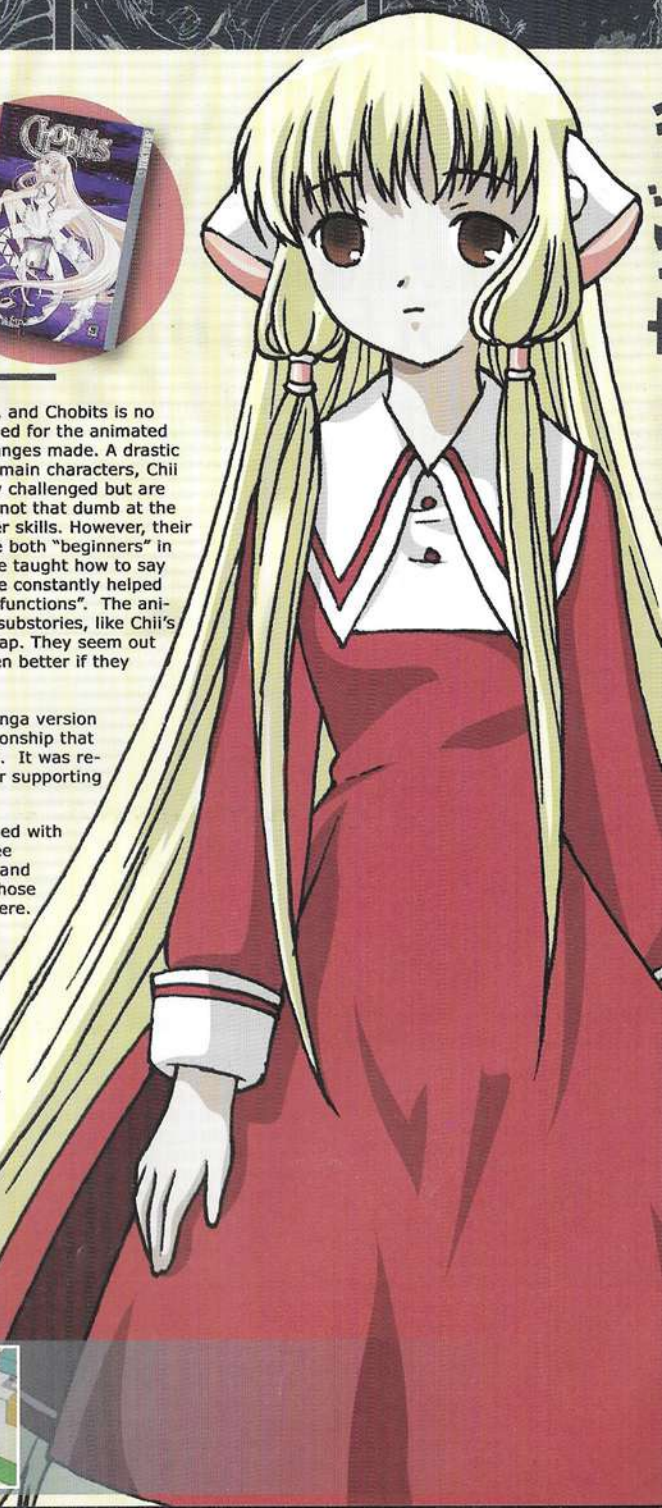
Volume 11, January 2004



ANIMAX

TARGET CONFIRMED: GUNDAM 25th Anniversary

by Jasper Pimentel

To commemorate Gundam's 25th anniversary last April 7, Mobile Suit Gundam SEED made its US debut on Cartoon Network, and Bandai released a new line of Gundam SEED toys.

What's the fuss about? For those of you who've been living under a rock for the past quarter of a century, **Gundam** is a mecha anime series that has been emulated for its plot, characters, and designs. It is essentially a futuristic science fiction story about wars and conflicts between Earth and space colonies. Some have even dubbed it the Star Wars of Japan. What made the Gundam franchise stay popular and attract a huge following? Read on and find out.

Origins

The original Gundam series ***Kidou Senshi Gundam (Mobile Suit Gundam)***, created by **Tomino Yoshiyuki**, first aired in Japan on April 7, 1979. It told of a long, violent war between the **Earth Federation** and the forces of **Zeon**, a monarchy ruling over one of the space colonies. In this series, the first Gundam, the **RX-78**, was introduced. It was fast, maneuverable and durable with its light but strong Gundarium armor. Most of the episodes of Mobile Suit Gundam took place after the Gundam's introduction until the war was won in favor of the Federation.

Technology: Mobile Suits, Beam Weapons and Minovsky Physics

In the Gundam series, mobile suits are the primary combat units used in warfare. Mobile suits are giant robots measuring approximately 15 to 23 meters in height (although the term "robot" would be a misnomer since mobile suits are piloted and not automatons). They are powered by compact fusion reactors and can be armed with a variety of weapons. Some mobile suits like the **MS-06 Zaku** are armed with a conventional 100mm machine gun. Others, like the RX-78 Gundam and the **RGM**, use beam weapons such as beam rifles and beam sabers.

The technology behind mobile suits and beam weapons rely heavily on **Minovsky particles**, the "Swiss army knife" of particles in the Gundam universe (NOTE: these particles are fictional). These enable a nuclear fusion process to occur within a small area, which allows the construction of compact fusion reactors that power mobile suits. Minovsky particles are also employed as particle shielding in the form of **I-fields**, later known as beam shields.

Why the heck is this important? Hold on, I'm getting there. You see, although Minovsky particles have a wide range of applications, they also have a significant drawback: they nullify electromagnetic radiation. This simply means that radar, which is a form of electromagnetic radiation and an important tool in modern warfare, becomes useless. In effect, long-range warfare becomes obsolete. This is significant to the Gundam storyline because battles are done within visual range — you get to see beam saber duels instead of missile dogfights. The science and technology in Gundam not only enhance the realism but also serve as a plot device to incorporate more excitement and conflict to the story. If Amuro and Char were hurling missiles at each other beyond visual range (the same way modern fighter pilots do nowadays) instead of trying to take down each other's mobile suit with a beam saber or a heat hawk, then the battle sequences in the series would've been less exciting.

Characters

If Tomino decided that Gundam would focus on technology instead of its characters, then the series would never have taken off. Although technology is significant to the plot, characters are more important simply because they're the ones who make the story happen.

The characters in Gundam are dynamic and have their own share of weaknesses and faults. For instance, **Amuro Rei**, the pilot of the RX-78 Gundam and the hero of Mobile Suit Gundam, is a moody teenager with his own fears and insecurities. This is a big change from the near-perfect, heroic protagonists of other super robot series. Coincidentally, Amuro's character has been emulated in other mecha series that came after Gundam. If you look closely, both **Ichijo Hikaru** (Valkyrie pilot, ***Macross***) and **Ikari Shinji** (EVA-01 pilot, ***Neon Genesis Evangelion***) have been patterned after Amuro Rei, in the sense that they are civilians who get caught in the middle of a war, only to become ace pilots of their own forces.

Mecha Design

The Gundam has a look of a formidable, armored warrior with unsurpassed skills in combat. The design of the RX-78 Gundam is based on the samurai warrior. The head resembles a samurai's helmet, while the rest of its body is made up of flared shoulder armors, skirt type armor at the waist, and V-fins mounted on the forehead. On the other hand, the Zaku design reminds one of a monster or a barbaric creature, an apt image for "villain" mobile suits. It has a Cyclops-like mono-eye camera, large arms and legs that would belong to a hulking brute, and unsophisticated weapons like the heat hawk.

Mobile suit designs in Gundam have been emulated by other "real robot" series like ***Macross***, ***Patlabor***, ***Dragonar***, etc. These designs also make them marketable as model kits, which explains the proliferation of Gundam models today.

Realism: Rise of the Real Robot Genre

If there was one thing that made Gundam stand out from all the other super robot shows back then, it was realism in every aspect of the series. In the first episode of some super robot series, the hero would get into the cockpit of the robot and pilot it effortlessly, even without prior training. In Gundam, that doesn't happen. When Amuro gets into the cockpit of the RX-78 for the first time, he gets to know how to pilot the mobile suit by reading its operations manual.

Gundam spares us from super robot clichés such as campy launch sequences and time-consuming transformation sequences. The pilots control their mobile suits using joysticks, throttles and foot pedals. They do not shout the name of an attack or act it out and the attacks themselves do not have any given names. There are no villains who want to conquer Earth just for the sake of being evil. Instead we get complex characters whose motivations and ideals just happen to conflict with those of others, making them antagonists.

Themes

The Gundam series is not just a collection of space battles and mobile suit duels, it expresses universal truths about war:

As long as man exists, there will always be war and conflict. But as long as man does the fighting and does not depend on machines to do the fighting for him, there is still a chance for peace.

The Gundam Saga

The universe created by Tomino in the original Gundam series was so detailed and complex that it provided a lot of material to be used for future Gundam series and movies. As a result, when the original series ended, Tomino set out to create various Gundam series, movies and OVAs that chronicled events that happened after the One Year War.

- **During the One Year War: Mobile Suit Gundam: The 08th MS Team** Released in 1996, this is a 12 episode OVA that focuses on the common soldiers involved in the war. It tells the story of Federation pilot Amada Shiro and his fellow soldiers as they fight Zeon's forces in Southeast Asia.
- **Immediately after the One Year War: Mobile Suit Gundam 0080: War in the Pocket** Released in 1988 during the 10th Anniversary of Gundam, this series focuses on a young boy, Alfred Izuruha, who glorifies war and mobile suits. Later on he changes his beliefs when he sees the ugly realities of war.
- **4 years after the One Year War: Mobile Suit Gundam 0083: Stardust Memory** An OVA released in 1991 about the formation of the Titans, an elite but brutal special forces unit of the Federation, and how remaining Zeon factions regrouped after the war ended. The series focuses on two mobile suit pilots: Uraki and his rival, Zeon pilot Anavel Gato.
- **8 years after the One Year War:**

Mobile Suit Zeta Gundam Released in 1985, this was the first series to come out after Mobile Suit Gundam. It features Kamille Bidan, pilot of the Zeta Gundam, which was the first transformable Gundam to be created.

Mobile Suit Gundam Double Zeta A sequel released immediately after Mobile Suit Zeta Gundam, it chronicled the rise of Neo Zeon and their plans to dominate the Earth Sphere. Unlike Zeta Gundam, which had a dark tone and serious mood, this series was comical and was aimed at young viewers.

- **14 years after the One Year War: Mobile Suit Gundam: Char's Counterattack** Originally released in 1988, this movie chronicles the events of the 2nd Neo Zeon War. The movie highlights the battle between the Neo Zeon forces led by Char against the Londo Bell, a military task force of the Federation. Amuro Rei returns as one of the veteran mobile suit pilots of Londo Bell and confronts Char for the last time.
- **44 years after the One Year War: Mobile Suit Gundam F91** Released in 1991, this movie is set 44 years after the events of the One Year War. Following 30 years of peace, war threatens the Earth and its colonies once more with the presence of the Crossbone Vanguard, a private army of one of the wealthy colonial families. The hero and pilot of the title suit is Seabook Arno.
- **74 years after the One Year War: Mobile Suit Victory Gundam** A series that ran from 1993 to 1994, it chronicles the conflicts between the Zanscare empire and civilian rebels who oppose their plans to conquer Earth.

Extending the Franchise: Alternate Gundam Universe

Within 10 years from its creation, the Gundam saga attracted a lot of fans and a cult following. In order to introduce new fans to the saga, the producers decided to create a new batch of Gundam series detached from the original continuity. Each series would be set in their own alternate universe and have their own unique history, technology and characters.

- **Mobile Fighter G Gundam** The first alternate universe series released in 1994. In this series, instead of a war, a tournament between mobile suit fighters is held to determine the Earth Sphere Ruler. The series focuses on Domon Kasshu, Neo-Japan's representative in the tournament.
- **New Mobile War Report Gundam Wing** The second alternate universe series released in 1995, it was also the first Gundam series shown on Philippine television. Wing is about conflicts between the Earth, its colonies, and various military organizations struggling for power. Wing Gundam pilot Heero Yuy and his fellow Gundam pilots fight for the sake of their colonies and later on assume the role of peacekeepers as they try to preserve peace between Earth and the colonies in the midst of various warring factions.
- **After War Gundam X** Released in 1996 after the end of Gundam Wing, this series is a "what-if" scenario based on events of the original series. What if more than one colony was dropped on the Earth, turning the planet into a barren wasteland? The series is set in a war-torn, post apocalyptic Earth, with most of the population wiped out and the remaining people struggling to survive.
- **Turn A Gundam** Aired in time for Gundam's 20th Anniversary in 1999, it is about the war between the Moonrace space colonies and the Earth Militia Forces. The mobile suits shown in the series are a departure from the traditional Gundam design; Turn A itself was designed by Syd Mead, who is known for his work in 'Blade Runner'. Tomino intended for Turn A to unite all Gundam series, both from the original Gundam continuity and its alternate universes.
- **Mobile Suit Gundam SEED** Gundam SEED was shown in 2002 and focuses on Kira Yamato, the pilot of Strike Gundam, and his rivalry with former classmate and friend Athrun Zala. Gundam SEED finished its run in September 2003 but still remains hugely popular.

CCCOM FAST FACT: Dalawa lang sa walong staffer ng CCCom ang nakaalam ng pagkakaiba ng itsura ng RX-78 sa ibang Gundam. Dahil sa Animax marami na ngayong nakakaalam.

GUNDAM PLASTIC 101

A BEGINNER'S GUIDE TO GUNPLA

2004 marks the 25th anniversary of Sunrise's Mobile Suit Gundam, one of the most enduring series in animation history.

Through the years, Gundam has secured its hold on fans' hearts because of its countless reincarnations and amazing mecha designs. With the series' rise in popularity came a slew of model kits that gave fans the luxury of claiming that they have built - with their own hands - a Gundam. If you are new to Gundam and are itching to build one, it is important that you know the range of kits available for budding GunPla (Gundam Plastic) modelers like you. Various manufacturers have been producing GunPla for decades and the easiest to find locally - and perhaps the most popular among modelers worldwide - is the Bandai line.

The Bandai Grading System

Bandai's Gundam model kits range from the simple to the very complicated, so if you're not careful, you might end up with something too difficult to build. We don't want that to happen, do we? Fortunately, Bandai grades their Gundam kits according to their level of complexity, and prints these labels on their boxes. Let's take a look at what these grades are and what you can expect from them:

FG: First Grade

First Grade kits are the simplest in Bandai's line up. They are in 1/144 and are relatively cheap compared to their souped up counterparts. They are molded in plain colors, have very limited articulation, and have the barest of accessories. Examples of these kits are the recently released ungraded ***Gundam Seed*** kits, the **FG RX-78-2** and the **FG Zaku**.

Basic

Basic kits refer to the 1/144 and 1/100 ungraded kits released by Bandai that differentiate themselves from their FG counterparts by their slight increase in building complexity, more points of articulation and color molding. Examples of these are the ***Gundam Wing***, ***G Gundam*** and ***Turn A Gundam*** kits. It is important to note that some of these kits (specially the Turn A series) are of near HG quality, which is the next level in Bandai's model kit grading system.

HG: High Grade

First released in the 1980's, HG has somewhat become the standard for most model kits released by Bandai these days. These kits offer even better articulation than the previous grade, have multicolored spruces, and more option parts and accessories. They come in 1/144 and 1/100 grades. The HGUC (High Grade Universal Century) line was introduced in 1999 and features 1/144 kits from Gundam's Universal Century timeline. Bandai also released an HG Fighting Action series of kits based on the ***Gundam Wing Endless Waltz*** OVA in 1998 and the HGGS (High Grade Gundam Seed) figures based on the recently released Gundam Seed series. These kits are available in 1/144 and 1/100 scales.

HG Mechanics

This is a line up of 1/550 High Grade kits of some of the Mobile Armors from the Gundam Universe. Examples of these kits are the **Val Walo** and the **Dendrobium**.

MG: Master Grade

If you want kits with more than a hundred parts, working pistons and gears, lots of detail and an internal frame or "skeleton" to hold the whole package together, then this line is for you. MGs are 1/100 kits of some of the more sought after mechas from Gundam. Master Grades are molded in accurate colors and look good right out of the box, but are quite expensive. These kits are priced almost twice as their 1/100 HG counterparts, sometimes even more.

PG: Perfect Grade

PGs are 1/60 model kits with parts that are almost 5 times more than those of an MG. Expect to find individually articulated fingers, working pistons and gears, lights, an amazing internal frame and tons of mechanical detail. Currently only the **MS06F** and **MS06S Zaku II**, **RX-78-2**, **RX-178 Gundam Mk II**, **Wing Gundam Zero Custom**, **RX-178 Mk II Titans**, **MSZ-006 Zeta Gundam** and the **GP01Fb** kits have been incarnated into this grade.

Real Detail

Real Detail kits come somewhere in between the HG and the PG kits - HG for the amount of detail and PG for the sheer size (1/60). They do not have internal frames like those of the MGs and PGs but have articulated fingers and opening cockpits. An example of this is the recently released **Real Detail Strike Gundam**.

LM: Limited Model

Limited Model kits are all in 1/144 scale and are quite scarce here in the Philippines. They have very limited articulation, much like FGs, yet are made of solid plastic. Examples of LM kits are the **Duchess Custom** from ***Gundam X*** and the **Leo** from ***Gundam Wing***.

Gundam Real Type

These kits are reissues of Bandai's classic kits and are relatively hard to find. They are in 1/100 scale and come in plain colors.

SD: Super Deformed

Super Deformed kits are just that: super deformed. These are the SD versions of the Gundam Universe and are cute and funny because of their big heads and small bodies.They have limited articulation because of their design limitations, though recently some SDs like the **Strike Gundam** and **Gundam Astray** have really funky leg and arm articulation that is unexpected for models in this scale. Also, some SDs are fully decked and have tons of accessories

Head Strikers

These kits look like SDs but have balls for their heads that can be fired at other Head Strikers.

Choosing The Right Kit

With that out of the way, the next step would be to choose something fit for beginners. Those that easily fall into the "simple" category would be **FG**, **Basic**, **LM**, **HG**, **HGUC** and **SD** kits. But if you want something simple and fun, the FG, SD, LM kits and the rest would have to go. Why? Because one, you have to paint them to make them look good. These kits are molded in plain colors and all the details have to be painted, so they aren't apt for newbies. Two, they aren't very articulated. One of the most fascinating aspects of Bandai's model kits is that they can be posed in lots of ways because of the polycap joints. FG, LM and SD kits offer none of these and all you get is basic articulation at the neck, shoulders, legs and occasionally at the ankles (translation: they're not fully poseable). Therefore, the best kits to start off with are those classified as **Basic** and **HG**, because you would want to toy around with your kit after you've built it. (And I bet you will!)

Whatever the kit you choose, just remember: enjoy the hobby! (And don't let small kids play with your kits... Trust me.)

Article by Bryan D.R. Sevilla.

THE RUNDOWN ON

UTADA HIKARU

by Presea

Any true blue J-music fan must know who Utada Hikaru is. The 21-year-old singer/songwriter, at such an early age, has perhaps redefined Japanese pop music as we know it.

Utada Hikaru - or **Hikki** to her avid fans – was born to two popular figures in the music industry - **Utada Junko**, also known as **Fuji Keiko**, a popular enka singer, and **Utada "Skingg" Teruzane**, a well-known music producer. With such parents, it's no wonder why Hikki took to singing as naturally as breathing. Hikki showed her enthusiasm for music at a tender age. She was made to tag along to recording studios before she could even walk. She started piano lessons at three years old, and at the age of seven, she penned her first song. Already at those formative years, Hikki had the makings of a potential musician.

Her sundry choice of music reflects her exposure to Western influences, primarily because of the fact that she was born in New York and raised in both the US and Japan. She listens to a variety of American music, from the Beatles to Pearl Jam, U2 and Led Zeppelin. Among the artists who influenced her distinct RnB-pop style is the late **Aaliyah**, especially with the song *Age Ain't Nothing But a Number*.

AS A RECORDING ARTIST

In the mid-90s, Hikki launched her singing career as **Cubic U** and released an all-English album, **Precious**, under the LiquidSoundLounge label. Unlike the usual Japanese voice that has a rather nasal sound to it, Hikki's voice cuts out clear and crisp. In **Precious**, her impeccable English diction leads the listener to mistake Hikki for an American singer. She likewise did collaborative work with some artists to add more to the album's distinctive RnB style. Unfortunately, album sales were quite dismal, probably because the Japanese market was unripe for such an introduction to a different music genre. Nevertheless, this didn't dishearten Hikki.

Her next attempt proved to be the most phenomenal. Fresh from her first release, Hikki unveiled her official name as a recording artist with the album **First Love** under the record label Toshiba EMI. This time she struck gold, breaking a tidal wave in the music scene with 10 million copies sold during its initial release. With all 12 tracks written, arranged and performed by Hikki, **First Love** was hailed as the best selling album in Japanese history.

Her sophomore album **Distance** (released in March 2001) showcased her maturing musical preferences. Pop-RnB remained her trademark, but she further honed her songs *Addicted To You* and *For You* by incorporating various mixes and vocal arrangements.

With the success of two albums under her belt, Hikki began to delve into the international music scene. In July 2001, she recorded the song *Blow My Whistle* with American rapper Foxy Brown for the movie soundtrack of ***Rush Hou 2***. In February 2002, she surprised the indust when she signed a record deal with Island De Jam Records. The contract called for an all-English album under the name Hikaru Utada (with the first name preceding the surname, vis-a-vis the Japanese way). This p ticular album will be sold primarily to the US market, a bold and daring move, since Asian artists (such as **Coco Lee** and **Dreams Com True**) who have tread the same path did not come home successful. However, the recordin company is confident of Hikki's strong Americ fan base and her background as well.

In June 2002, Hikki released **Deep River**, where she experimented with musical accom niments and vocal arrangements to come up with an eclectic mix of sounds. Among the no worthy songs in the album is *Uso Mitaina I Lo You*, a successful attempt at rock, and the so *Simple and Clean* (the English adaptation of *Hikari*), which was later used in the Squaresc Disney game ***Kingdom Hearts***.

In September of the same year, Japan was shocked by the announcement of her marriag to 34-year old **Kazuaki Kiriya**, the photogra pher who directed some of her music videos shot a number of her album inlays. Perhaps i was not just the abrupt evelation of such new but also the obvious age gap between Kiriya Hikaru, that surprised fans. Nevertheless, th public supported her decision. Hikki's weddin band was shown in the music video for the single **Colors**, released early 2003.

After a series of album releases, performanc and whatnot, Hikki has kept a low profile and has been working on her English album that supposed to be slated late 2003. But due to health reasons and her marriage, officials at Island Def Jam said that her album would co out in spring of 2004 instead. To keep her fa in check, Hikki finished a series of concert events in Budokan last February. A collection compiling best-selling songs from three prev albums and her recent singles has likewise b released just this March. As of press time, sh will be releasing yet another single entitled *Dareka no Negai ga Kanau Koro* (When Someone's Wish Comes True). The said singl will be the theme song of the movie ***Casshe*** a film directed by her husband Kazuaki.

Sources:
- Hikaru Online (http://hikaru-online.net)
- Hikki's Website (http://www.toshiba-emi.co.jp/hikk
- U3 Music (http://www.u3music.com)
- Addicted to Hikaru (http://hikaru.hk.st)
- Utada (http://www.utada.com)

BATTLING PLANETS WITH

WILSON TORTOSA

by Mariya Gomez

Wilson Tortosa, one of the most in-demand Filipino artists in the international comic book industry, looks absolutely nothing like a superstar. Boyish-looking with a friendly, unassuming air, he probably doesn't even resemble anyone's mental image of a professional artist. But fact is, he is, and a damn good one at that - in last year's C3 con, his sample pages from "Battle of the Planets" at the exhibitors' gallery made the crowd stop, look and look hard. (Some reportedly tried to make a getaway with a page or two, with not much success.) CCCom seizes a moment to chat with this topnotch penciller:

CCCOM: When did you decide to become a comic book artist?

Wilson: I really love to draw, and back in college I decided to give it a try, just for fun, *bahala na*!

Who are your idols in the field?

I look up to a lot of people, like our very own **Whilce Portacio**, **Pol Medina** and **Larry Alcala**. Nowadays I'm rediscovering the great Pinoy artists of the 60's and 70's like **Alex Nino**, **Nestor Redondo**, **Alfredo Alcala**, **Francisco Coching**. My favorite foreign artists include **Art Adams**, **Jim Lee**, **Akira Toriyama**, **Masamune Shirow** and **Go Nagai**.

Single out three of your most favorite comic titles.

That's kinda hard... I've always loved **Herge's *THE ADVENTURES OF TINTIN***; the hero and story's appeal's so universal that the books have been translated to countless languages. ***THE DARK KNIGHT RETURNS***, because it's downright dark and gritty, and recently, ***MAN/MACHINE INTERFACE*** (sequel ***to GHOST IN THE SHELL***) because it's a glimpse of the technology and philosophies of the coming future.

What series have you worked on so far?

My very first actual job was a 13-page backup story for ***EXPOSURE: 2ND COMING*** for ***Avatar Comics***. Afterwards I worked on issues 2-4 of the ***JADE*** miniseries, and then on to the manga-inspired ***JADE: REDEMPTION*** 4-issue miniseries, both for Chaos Comics. I also helped out as co-artist on BANZAI GIRL with fellow Pinoy Jinky Coronado. Then I was very lucky to have a chance to work on Alex Ross and Top Cow's comic revival of ***BATTLE OF THE PLANETS***, known to anime fans as ***KAGAKU NINJATAI GATCHAMAN***, or ***G-FORCE*** when it was shown here in the Philippines (yay!). I'm now working on the regular series ***LARA CROFT: TOMB RAIDER***, also under ***Top Cow***. We're pushing for the second ***BATTLE OF THE PLANETS*** series this year, so watch out for it!

"...learn to cope with and become open minded to criticism."

If given the opportunity, what comics would you like to work on?

I've always wanted to work on the ***X-Men***, and hopefully another retro comic like ***Transformers***. =)

Any future plans?

I've been working for international comics for around three years now, so I hope I can work on some local projects, too!

How would you describe your art style?

It's a mix of manga, anime and Western mainstream styles.

How and when were you exposed to those styles?

Back in high school, I was lucky to have classmates who were kind enough to lend me their ***Dragon Ball Z*** digests, and my brother was into collecting comics during the height of ***Marvel*** and ***Image Comics*** during the 90's, so I guess they influenced me a lot!

What materials do you usually work with?

The usual **Mongol** and mechanical pencils. I also use french curves a lot, rubber and kneaded erasers, masking tape and tons of scratch paper. I also eat up lots of lead refills, too.

How long does it take you to finish a page?

Around a day, 8 - 14 hours, sometimes longer when it's a really busy page.

Other than comics, what are your other interests?

I love listening to music, especially New Wave and 90's Pinoy rock/alternative, and I also dig cartoons and anime, especially the classic series and super robot revivals - do you see a pattern here? =)

Have you read Culture Crash before?

Yeah, the first CC book I read was the NewTypo lampoon cover issue; almost had me fooled, too! I think it's great because it started the whole manga craze, and showed how talented Pinoy artists really are. At first I couldn't believe that the book I was holding in my hands was made here!

Anime and manga have become very popular in recent years, and there have been comments that drawing in the anime/manga style will prove detrimental to Filipino culture in the long run. What is your opinion on this?

I think it will become detrimental if we don't improve on it. I hope we can use it, refine it to come up with something fresh and new, for a change.

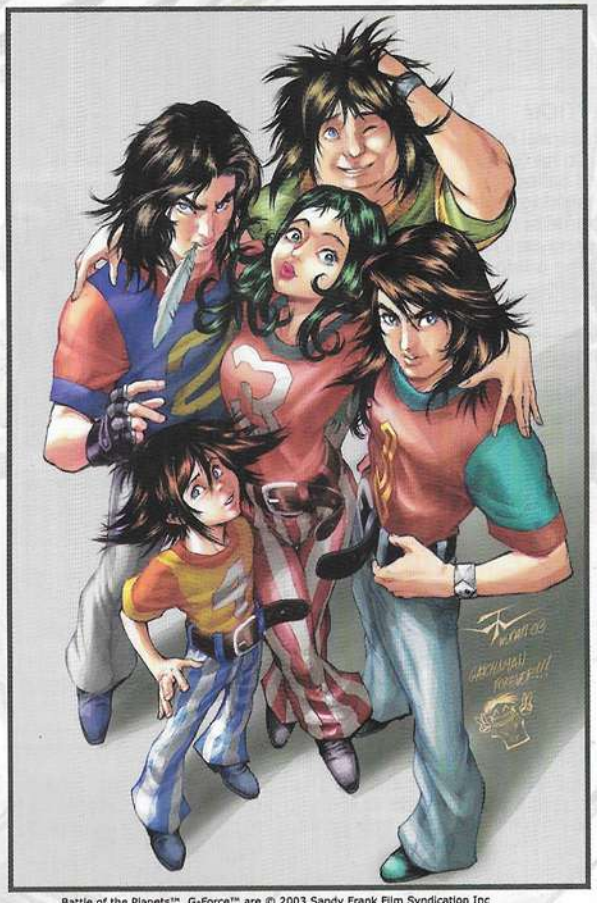
Any tips for young artists out there who plan to work in the comic book industry?

Just keep on drawing! Nothing beats constant practice. Also, learn to cope with and become open minded to criticism. Lastly, come up with something fresh, one that will distinguish you from the hundreds of other artists with similar styles. In other words, do your own thing and show them what you've got!

**At last year's C3 con, Mariya Gomez would've gladly taken down a page of "Battle of the Planets" herself, if not for the very sticky double-sided tape.*

CC COM FAST FACTS

Name: Wilson Tortosa
Born: October 30, 1977
Lives In: Tondo, Manila
Favorite Color: Blue
Favorite Food: Noodles (any kind)
Definition of Love: Greatest gift you can give and receive
Favorite G-Force Member: Princess / Jason
Work Recently Finished: "Battle of the Planets"
Work In Progress: "Tomb Raider" (out 200_)



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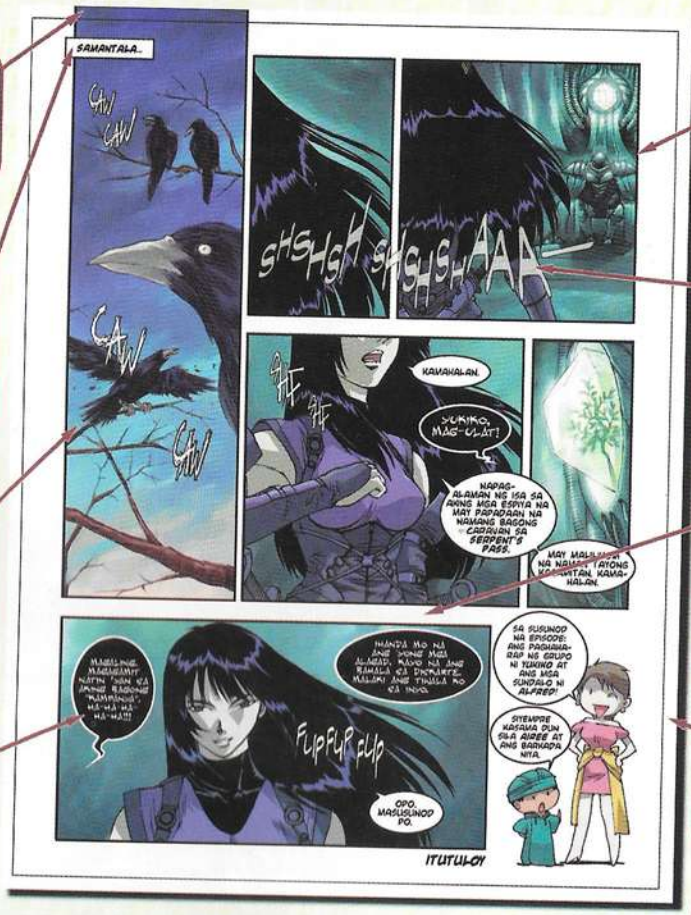
Battle of the Planets™ comic art are © Top Cow Productions Inc.

MICHAEL DAVID ON

HOW WE DRAW 15

ANG MGA BAHAGI NG ISANG PAHINA NG KOMIKS

Kamakailan lang nalaman ko na required pala kaming lahat na gumawa ng sariling How We Draw. [illegible] ayoko sa lahat ang magsulat. Binuklat ko ang mga nakaraang Culture Crash issues para malaman kung ano ang hindi pa natatalakay ng How We Draw. Sa aking pagbuklat, nalaman ko na si **Ilog** ang pinakaswapang sa'ming lahat dahil sa kanyang limang How We Draw (issues 2, 3, 6, 8, 10). Sumunod lang ang dynamic duo na sina **Elmer** at si **Boss James** na may tigatlo (5.5, 13, 14 at 5, 9, 11 respectively). Panghuli si **Jio** na may dalawa (7, 4) at kulelat naman si **Jon** na may isa (12). Suwerte parin si Jon dahil hindi siya itlog tulad ko at ni **Ryan** (0). Teka, MAY HOW WE DRAW NA 'KO! HINDI NA 'KO ITLOG!



BLEED
- Ang tawag sa umabot o pagabot sa trim area ng comic book page.

CAPTION
- Isang biswal na elemento na (tulad ng word balloon ay) pinaglalagyan ng pananalita na nagsasanaysay ng iba't-ibang punto ng istorya.

PANEL
- Isang "kahon" na naglalaman ng isang sandali ng istorya.

WORD BALLOON
- Ang pinaglalagyan ng (sinulat na) pananalita ng isang karakter.

FRAME/ BORDER
- Ang lumilinya sa gilid ng panel.

SOUND EFFECTS (SFX)
- Inistilong salita na ginagamit upang maging biswal ang isang tunog.

GUTTER
- Ang pagitan ng dalawang panel

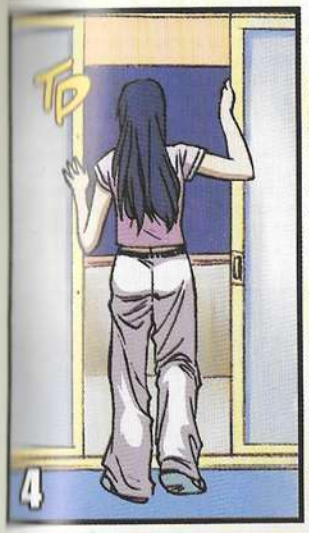
TRIM AREA
- Ang "allowance" o puwang sa gilid ng comic book page na nawawala kapag naimprenta na ang isang comic book.

NOTE: Ang trim area o bleed area ay hindi exclusive sa komiks. Ito'y matatagpuan (at kinakailangan) sa halos lahat na klaseng iniimprentang materyal.

Ito ang mga bahagi ng pahina ng isang comic book. Hindi kinakailangan na lahat ng ito'y makita sa loob ng pahina. Ang importante ay lahat ng ilalagay mo sa pahinang iyon ay tutulong sa pagdaloy ng istorya.

THE SHOT

Ang Panel ay naglalaman ng object (background, subject, foreground), ang galaw (o di pag galaw) nito, at ang perspective nito sa mambabasa. Ang mga ito ay ang bumubuo sa "shot" na makikita mo sa loob ng panel. Ito ang mga iba't ibang klase ng shots:



1 Extreme Close-Up
- Pinupuno ng isang parte (kadalasa'y isang maliit na parte) ang kabuuan ng panel. Kadalasa'y ginagamit para may mapansin na detalye.

2 Closeup
- Isang malapitang shot na ginagamit upang bigyang diin ang subject ng shot. Kadalasa'y mukha ng tao – mula balikat pataas.

3 Medium Shot
- Kung may tao sa loob ng panel, ang medium shot ay mula sa kanyang baywang pataas.

4 Full Shot
- Shot na naglalaman ng kabuuan ng subject.

5 Long Shot
- Madalas, ang subject ay kita ng buo, maliit at may sapat na background (at foreground) sa loob ng panel.

6 Extreme Long Shot
-Ang subject ay mas lalong pinaliit o pinalayo kumpara sa long shot.

Bawat klase ng shot ay may iba't-ibang epekto sa tingin ng mambabasa. Trabaho ng comic book creator ang pilin ang tamang shot (at ang mga nilalaman nito) para sa mga panels upang mabigay sa mambabasa ang isang malinaw at madamdamin na istorya.

Images Taken from: Cat's Trail Issue 12; page 12, Kubori Kikiam Issue 14; page 7, Youngblood Issue 10; page 4; panel 2, NewMen Issue 10; page 16; panel 1. All characters copyright by their respective creators, all rights reserved.

bossaManila

Artist: Sound

Tracks: 12

All songs arranged, produced and performed by Sound
Mixed by Ian Monsod and Sound

Website: http://www.sound.ph

If Pinoy music has many faces, then **Sound**, a Pinoy indie group, personifies the music of the urban Filipino at its finest. With their debut album **bossaManila**, Sound unleashes a new wave of sound with conventional band instruments like drums and guitar. The carrier song opens with the faint howl of a train, followed by a distinctive rush of water, then quaint guitar strumming. Sach Castillo's voice resounds, emphasizing the catchphrase "these city folks wear city eyes". *Loop* has a catchy guitar opening, and *Improvise* is the group's spontaneous play with various instruments such as chimes, backbeats and shakers coupled with a superb dexterity in drums, guitars and keyboards.

The 12-track album is a mine of lyrical poetry and eclectic mishmash of sounds. I'd rather classify the album under "urban pop" vis-a-vis its jazz inclinations. With these passionate musicians, there may be hope for Pinoy music after all.

Songs About Jane

Artist: Maroon5
Tracks: 12
Label: Octane Records, J Records
Producer: Matt Wallace
Website: http://maroon5.com

Formerly known as Kara's Flowers, **Maroon5** reinvents themselves with the release of their album **Songs about Jane**. By combining their influences of soul, rock, funk and Stevie Wonder, they've come up with a sound that's new and captivating. The first single *Harder to Breathe* is a gritty rock piece with an angsty theme. Then there's the track *This Love*, which is a rather upbeat take on letting go of a relationship gone sour. Both songs have been playing for quite some time on local radio and have gained a huge following. Other than the edgy first tracks, the album also boasts of laidback tunes perfect for an afternoon of lazing around, like *She Will Be Loved*, *The Sun*, *Secret*, and *Sunday Morning* (with the intro sounding like Jamiroquai's *Virtual Insanity* on a slower tempo).

All in all, the twelve-track album deserves to be listened to and savored. The songs, with their catchy rhythms and soulful rock melodies, are refreshing to the ear despite their being mostly about an ex-girlfriend. Three guesses as to what her name is.

Remember I Love You

Artist: Vic Zhou

Tracks: 10

Record label: Sony Music Entertainment (Taiwan) Ltd.

Mastering Producer: Jamie Hsueh

Executive Director: T.C. Liu

In my humble opinion, there are only two F4 members worthy of a singing career: Vanness Wu and **Vic Zhou**. Vic's 2002 musical debut **Make a Wish** wasn't that phenomenal, except to his most avid of fans. His follow up to that is **Remember I Love You**, released January this year. In his sophomore stint, we see Vic at his best: singing love songs. There is no doubt that Vic is cut out for ballads; his soft voice suits songs that call for sentimentality and longing.

But the crowning glory of this album is probably Vic's musical maturity. Although he does ballads well, he explores other genres such as fast-paced pop songs as shown in *Mama Says*. Likewise, *A Message of 3000 Years* displays his first-hand stint in doing a bit of rap. But his trademark ballads see him through these awkward musical experiments. *How To Forget* and *Suddenly* are just some of the tracks worth checking out. *I Feel You* is a mellow song included in the soundtrack of the chinovela ***Love Storm***.

Although he still has to polish his vocals more, Vic's effort to break free from his accustomed sound shows his interest to take his career on a full spin. That's something worth checking out in the next few years.

My True Style

Artist: Eugene (Kim Yoo Jin)
Tracks: 15
Album label: Seoul Records
Executive Producer: First & Jeong Entertainment Group, Co., Ltd.
Producer: Jeong hae ik
Music Producer: Eugene / Lee Soo Yong
Website: http://www.besteugene.com

After the recent breakup of the popular group SES, **Eugene (Kim Yoo Jin)** discovers her own style with her first solo album. She might seem familiar to Filipinos since she is the star of the Korean drama ***Loving You***, which aired on GMA 7.

Eugene, who spent much of her SES days in the background, moves into the limelight to belt out ballads, dance tracks and RnB songs. The first track *The Best* showcases Eugene's soft but prominent voice; her vocal prowess does justice to the song's lovely melody. Also noteworthy are *Cha Cha*, a poppish, catchy dance track, and *Bad Boy*, a dance track written by **Tony An** (a former H.O.T. member and current jtL member). A track I personally recommend is *Good-bye*, a stirring duet with Korean singer **Lim Chang Gyu**. Eugene did a lot of collaborating for this album, primarily with artists like **The Edition**, **Z-fact** and **Hoony Hoon**. She also penned six songs, including the well known *Jesus Loves Me*.

Eugene's solo flight has developed her talents as a singer and songwriter. Kpop fans can expect a lot from this gifted musician.

RAGNAROK WORLD CHAMPIONSHIP 2004

RöK ON Team Philippines!

By Syeri

To mark the first year of ***Ragnarok Online*** in the Philippines, as well as search for the best two teams to represent the country in the upcoming Ragnarok World Championship in Korea, **Level-Up Games** launched a two-day Philippine Ragnarok Online tournament from June 19 to 20 at the Tanghalang Francisco Balagtas (Folk Arts Theatre).

The semi-finals held on the first day featured seven guilds from six servers: **Chaos Godz** (***Sarah***), **Unholy** (***Loki***), **Rebirth** (***Chaos***), **Ninja** (***Iris***), **Armed n' Loaded** (***Odin***), **Armageddon** (***Fenrir***), and **Steel Wolves** (a wild card entry). With the big video wall onstage and monitors placed all around the venue, everybody was able to keep track of the matches. At the end of the day, Unholy, Rebirth, Chaos Godz and Ninja made it to the finals.

The finals' first match pit Rebirth against Ninja, where Rebirth lost the first game but regained their footing to win the next two. Then it was Chaos Godz' turn to battle with Unholy. The game, interrupted by (and restarted due to) recurring technical problems, left the Chaos Godz at a disadvantage that eventually led to their defeat. The intense final match between Rebirth and Unholy led to a surprising turn of events: Rebirth conceded, citing that they have no more resources to keep up a fight, making Unholy the champions of the Philippine Ragnarok tournament.

Like any other convention, there were tons of booths with all sorts of gimmicks. There was an Archer's game (a dart game) where one could win poring dolls; there were also booths for henna tattoos and caricatures. A lot of players gathered at the Game Master's booth, where they could finally meet their beloved GM's in person. The Nokia booth featured their latest product, the N-Gage QD (the perfect phone for game addicts!). Also on sale were a lot of different Ragnarok products like shirts, bags, and coin banks.

The semi-finalists of the national art competition were also exhibited at the venue. **Jennifer Isaac de Asis** won 3rd place for her work entitled *Victory Mountain*, second place went to **Juanito Ricaforte**'s *Flag of Victory*, and the grand prize winner was **Benille Capacete**'s *Palo Sebo Ragnarok Style*. Consolation prizes were given to **Ryan Reyes Quizon**, **Christian Hipolito**, **Renson Gambo**, **Russel Cruz Dayrit**, **Ryan Enril Caraan** and **John Roxas**. A special award for craftsmanship was given to **Erik Chang** for his clay artwork entitled *RoK On!!!*.

Among the many cosplayers who entered the Cosplay Competition, only a few emerged triumphant: **Culture Crash's Robby Villagracia (a.k.a. Evil Groobs)** won Best Male for his assassin cosplay; **Sheila Benedicto**'s knight cost snagged her the Best Female prize; and **Alvin Borianaga**'s mutant draganoid cosplay won him Monster. Special awards were also given to **Alodi Gosiengfiao** as Isis for the Craftsman's Guild Aw **Alfonso Escobar** as Junior Blacksmith for Idgard Favorite Award; **Karlonne Santos** as a (gay) bla smith for the Joker Jester Award; and **Akira Obedaza** as the Little Munak for the Super Novic Award. **Choi Elegado** as the Baphomet won the Game Master's Choice. The event was capped wit performances from the **7 Shots of Wisdom** and **Nina**, and was hosted by ***Wuzzup, Wuzzup*** pers alities **Toni Gonzaga** and **Drew Arellano**.

Congratulations to Level-Up Games, the winner the different contests, and our country's offiicial Ragnarok World Championship representatives, Unholy and Rebirth. Make us proud and RoK On!!

POSTSCRIPT: *While it is unfortunate that both Unholy and Rebirth suffered first round defeats a RWC 2004, they are still hailworthy; when Gravit reportedly awarded Unholy a special "Encourage Award", the team generously shared their prize w Rebirth. Talk about great sports! You guys RoK!*

THE 3rd PHILIPPINE TOYS, HOBBIES & COLLECTIBLES CONVENTION 2004

by Aziza Arcega

Last June 27, 2004, enthusiastic otaku and collectors flocked to the 3rd Philippine Toys, Hobbies & Collectibles Convention (more popularly known as ToyCon), held at the Megatrade Hall 3 of SM Megamall. The event was presented by Collectibles Unlimited, Level-Up Games, Mirinda and Globelines, and was sponsored by Bankee, Filbar's, Scholastic Books and Psicom in cooperation with the Philippine Daily Inquirer, W.I.T.C.H magazine, K-Zone, Games Master, Seeker, and Culture Crash.

Shopping

Since the spotlight is on toys this time, it's not surprising that action figures had the most space, literally and figuratively. Collectors feasted their eyes on ***Gundams***, ***Marvel*** heroes and other notable toy lines. Magazine booths were also there: **K-zone**, **W.I.T.C.H**, **Seeker**, and **Culture Crash**. Anime stores spotted were **2RATS** (of **Comic Quest**) and **CSCentral**. **JAE Collectibles** proudly offered J-music audio and video cds as well as rare items like original manga, artbooks and Newtype magazines (discounted, of course). **Scholastic Books**, one of the event sponsors, sold products featuring everyone's favorite wizard, ***Harry Potter***. **Level-Up** offered free ***Ragnarok Online*** gaming for 30 minutes for its avid supporters.

Music

I personally liked the performers at this year's ToyCon more than previous conventions' performers. There was the cutesy pop girl act of **MiniMoni Philippines**, which sent a good number of males to the front of the stage in no time (wonder why...), followed by **Rotshrecke** who took acoustic performance to another level. Next up was **Drip** who impressed the people (me included) with their unique electronic music. HipHop/Rap act **7 Shots of Wisdom**, famous for their association with Ragnarok Online, brought the house down with their songs, most notable of which was their cover of the Black-Eyed Peas' *Where is the Love*. Another electronic music band, **Clone**, also made their appearance and kept the music playing during the cosplay catwalk. The **Stormballs** and **Sakura Beat** entertained the audience while everyone waited for the announcement of the event winners.

Contests

Eager fans were more than happy to display their skills in various contests offered during the convention. There were art contests led by K-zone and Games Master where the contestants were given an hour to draw their personalized superhero or game character. There was also a diorama competition, a customized action figure contest and a plastic scale model contest. An auction (which I think is also a contest in some way) for rare collectibles and action figures was also held. And of course, there was an attention-grabbing cosplay competition where fans got to dress up as their favorite characters, complete with hand or custom-made gadgets and weapons. In between events, mini-games by Scholastic Books and Level-Up Games took place. Participants took part in (either educational or just simply amusing) parlor games to win prizes and gifts from the sponsors.

Promotions

Launched at the event was ***Siklab***, a comic magazine that boasts of skillfully told stories rendered in the traditional komiks style. Also launched was an item by **F4 Philippines**, the local fan community dedicated to the once (and apparently still) popular Taiwanese performers F4. To show that the F4 fever still burns on, the community's leaders launched the F4 photobook magazine, which includes glossy pictures and information about the group.

Specials

Vic Yap, president of **Collectibles Unlimited**, gave a posthumous tribute to **Tony Velasquez**, the maker of ***Kenkoy***, the first-ever Filipino comics. Charming **Pilar Velasquez** accepted the award on behalf of her late husband. **Rare Comics Publications**, led by **Dennis Villegas**, also made an appearance to promote the reprinted Kenkoy comics entitled *Album ng Kabalbalan ni Kenkoy*. Free limited copies of this compilation were given out to trivia contest participants.

Toy Con also featured the two guilds that emerged triumphant at the recently concluded RWC (Ragnarok World Championship), **Unholy** and **Rebirth**. The 2 guilds will represent the Philippines in the Ragnarok World Tournament to be held at Seoul, South Korea. The last treat of the event was the **Duncan Crew Philippines** who wowed the audience with their impressive yoyo demonstration.

Cosplay

The most awaited event of the whole convention! With a total of 44 participants, the cosplay catwalk was the last, most cheered on event of the day. Fans squealed over cosplayers from famous Western hero movies ***Lord of the Rings*** (which took home two of three major prizes) and ***Spider-Man*** (Dr. Octopus in the flesh!). Also spotted were ***Ragnarok Online*** costumes (still popular for adults and kids), game characters (***Final Fantasy*** never dies!), anime personalities (from ***Naruto***, ***Saiyuki*** and ***Chobits***, to name a few), cosplay revivals (like the mother-daughter tandem of ***DiGi Charat*** and Yukiko of ***CCCom's Cat's Trail***) and even oldies that brought fun and nostalgia like ***Shaider***, ***Astroboy*** and toy soldiers! After the initial romp, 8 finalists were chosen. In the end, 3 emerged victorious: first place went to an **Uruk-Hai** (***LOTR***), second to **Sauron** (***LOTR*** again) and the third went to **Chii** (***Chobits***), whom people still remember as the gun-toting **Rikku** during last year's C3 Con.

In Conclusion...

Bigger activities, bigger booths, bigger items, bigger space! This year's ToyCon was well worth the time and the fifty pesos entrance fee. See you next year!

Filbar's

Sweet Success at 25 Years

By Presea

Filbar's & Co., Inc., the pioneer in distribution and retail of comics and magazines, celebrated its 25th anniversary last May 31 at the Glorietta Activity Center. Present at the event were renowned comic book artists **Gerry Alanguilan**, **Leinil Yu**, **Wilson Tortosa** and **Eugene Perez**. Performances by **Cody Moreno** and **Kapatid** revved up the enthusiasm of the audience, and capping the event celebration was the launch of the Filbar's Power Club and the Filbar's official website. Booths offered comic books, trading cards and various novelty items on sale; discounts for Filbar's comic books were as much as 50%, while paperbacks were sold at Php 100 for three volumes!

There was a Children's Book Coloring contest, an Original Comic Book Creation contest and a Superhero Cosplay contest, but the real crowd pleaser was the Cosplay Competition. Originally the said contest was meant to be a superhero masquerade, but Filbar's made it more fun by including cosplay renditions of anime, cartoon and game characters. So other than well-loved superheroes **Batman**, **Superman**, **Spider-Man**, **Wonder Woman**, **Wolverine** and **Daredevil**, we also saw characters like **Teppei Takamiya** (***B'tX***) and **Optimus Prime** (***Transformers***)! Bagging the top spot was **Shiva**, who also won in last year's C3 Con. Second place went to Optimus Prime while **Ghost Rider** and **Gundam Girl** tied for third place.

Filbar's proprietor **Filemon Barbasa** thanked all the people who joined the celebration, especially the loyal customers who supported the business since its humble beginnings in 1979. According to him, it was his simple dream of providing for his family that started the successful enterprise.

"We're planning to make this Filbar's event a yearly gig, so to all cosplayers, make sure you have your costumes ready by next year. Comic book artists should also watch out for it; we want to support the local industry through our exceptional and talented artists," Mr. Barbasa enthused.

Indeed, we can expect more things to come from Filbar's in the years to come!

DOWNLOAD OF THE MONTH

GI JOE

Real American Heroes...

"And knowing is half the battle!" If this catchphrase sounds familiar, then you probably watched the cartoon series ***G.I. Joe*** during its heyday. Other than defending the world against **Cobra** as real American heroes, members of the G.I. Joe force also appeared in short segments warning children about the perils of playing with fire, fighting with playmates, and eating without washing hands first.

G.I. Joe may have fallen into the depths of cartoon obscurity, but its short segments have been resurrected (read: redubbed) into 1-2 minute bits of mind-wrecking insanity. Actually, judging from the ones we've seen (impaired speech, reggae singing, aliens, staring contests, mind games, swearing...lots of it), "insanity" seems to be an understatement. But don't just take our word for it; hop on to **http://www.fenslerfilm.com** and see your favorite G.I. Joe characters act like complete idiots! You will never look at this series the same way again.

GI JOE © 2004 Hasbro

ANNOUNCEMENT

CC COM ONLINE

Through the years, avid readers have created fansites for CCCom. Now, the official website is finally here!

Culturecrash.com brings you information about the comic, its stories and its staff. It also gives you news on recent issues and events. Along with the gallery of official artworks comes a section with free downloads (kahit wala pang laman)! Guidelines to different CCCom submissions like fanart and fan features are also there. Subscribe now and get CCCom updates via e-mail!

LETTERS to the staff

Write us at: feedback@culturecrash.com or at J.C. Palabay Ent., Inc./ Culture Crash Comics 38 General Ordonez Street, Marikina Heights, Marikina City 1811

NEW MAILING ADDRESS!!

I'll get to the point: your issue 14 is even more monstrous than your ish 10! 4 more pages! Double gatefold cover! Like: "WOW!" I have to admit, it's a really neat idea, especially if you have, well, "special" issues!

I appreciate your special photo-op of the cosplay winners. Actually, it gave me a "fashion mag" feel, but the pics are, of course, of a different subject. Very impressive. I also think that it's more than the prizes the winners bargained for! I can say that it's something that they really didn't see coming. With this action, CCCom will aid in rekindling the weakening fire of cosplay (admit it: before, cosplay registrants reach the 3000 bracket. Nowadays, they're only 100-150. I may be wrong, please correct me). Congratulations to all the contest winners, btw! Though for the fan art contest, I'm starting to see a trend in the choice of winners... It's just me, I guess. A few more contests like this and I'll verify my observation.

Comic-wise: Kubori Kikiam's slowly catching up. I mean, it officially 'started' in ish 8 and the unraveling of the plot's just out there. Tiga Kanal knows how to keep the readers hooked! Cat's Trail always has this lovely hint of humor ("ngars ngars!" he he) finely embedded in heated action - though I'd have to agree with the...uh...'nondescript white figures' (halata na pagod na nga si Sir Memer) that the exploding cart was O.P.. That effect makes me snicker though, since it's reminiscent of cheap action movies with F** in it. Pasig still keeps me at the edge of my seat! Oooh, when I think of Mina and Iyannah being just around the corner to witness Dante in such a melee of insatiable bloodthirst...ah, I could just revel at the possibilities...

And for the great issue: the shifting of the ODID art from Sir Memer to Sir Ryan. First of all, I would have to agree with the fact that it really takes time to shift from one drawing technique to another. But you know what? I've had the chance to see some of the Darna drawing boards (sans color) by Sir Orosco during a Mars Ravelo exhibit in UP, and I have to say that ODID is in good hands, artistically speaking. I mean, personally, I wouldn't mind having Sir Ryan stick to his own style, but of course, Da Bhoss would have the final say. Then again, if Sir Ryan incorporates his Western-ish style into CCCom, you would strengthen the fact that Culture Crash is original. Sure, the predominant theme is anime (which is Japanese), but Kubori is very Filipino, while ODID might have the "white" feel! With Sir Ryan in the house, CCCom's art would extend from one side of the Pacific, all around to the other one! Culture Crash will definitely stand for its name: a crash of cultures.

BTW, the fan comics keep blowing me away: "One Day Isang Arcade", "Stone Blazer", "Team Matar" (I had a fun time exercising my Spanish vocab in this one!) and "A Fishy Tale" (which reminds me of French graphic novels). Definitely great stuff! Your articles are very creative (including the editorial page) and get more and more entertaining each time! Keep it up!

That's all for now, I guess. Let me finish with a Nietzchean concept: "It is in constant struggle that we attain the Superman", in which "superman" embodies "excellence". God bless!

Pacita "Cielo" L. Maaliw
UP Diliman, European Languages

We're happy you liked issue 14. We always aim to please.

Culture Crash,

This is the traditionalist speaking. Once again you have proved that most of you are just a bunch of people who does not have originality. Congratulations!!! (I'm referring to Mr. Palabay and to that infernal Memer.) You have just betrayed your family name, blood, honor and country. But to the ones responsible who made Kubori Kikiam, I see there, a style which I have seen many times before, during the days of old, which really portrays the true meaning of both originality and traditional filipino animation. Keep up the good work, whoever you are that made Kubori.

Traditionalist

The only flame we were able to save from one of our many Outlook disasters. Whew. Three things: we thank you for speaking your mind, we respect your opinion, and we have limited space for this issue's letters. So as much as we'd love to post our own lengthy, thorough reply on the subject of originality, the Filipino art style, and anime, we only have enough space to point out that Kubori Kikiam is by Rosales, David, and Taga-Ilog, who all say thank you for the props.

Hi to all you guys dere at CC! I juz want to say that you guys have given new meaning to manga and comics! I mean, I've been buying Marvel stuff and Hunter x Hunter and the like for a few years now, and then I heard about CC at nakakita nga ako ng issue 3 (hiram sa pinsan ko) at wow, WOW! pencils are good, stories, great and color rendering, perfect! At doon na nagsimula ang pagkaADIK ko sa CC at sa manga!

Eto nga lang yung problema... Maghihintay ka pa ng halos tatlong buwan! (Actually, dapat, bimonthly siya, pero...) At yung latest, yung issue, 14, apat na buwan kaming naghintay. Ako nga, hindi ko pa nakukuha dahil di makalabas ng bahay. Hopefully, sometime soon... And eto na po...pwede po bang malaman kung paano nyo kinukulayan digitally ung art nyo? Kasi meron kami netong photo editing program na walang kwenta yata dahil wala pang effects (nadelete ko kasi ung Adobe 5 namin...) Please, paki "How To Color" naman po in future issues, dahil am thinking of sending my own manga...ty...

P.S. : Galing talaga ni sir taga dash ilog sa backgrounds! Idol! (Di naman ibig sabihin na un lang maganda)

AA
via Internet

Taga-Ilog talked about Basic Coloring Principles in issue 10's How We Draw column, but we'll probably have more tips on coloring in the future.

Hi, isa ako sa libu-libo ninyong tagasubaybay... Isa rin ako sa mga nag-criticize kay Ryan Orosco. Ang sama ko no. Gusto ko lang mag-sorry (me and my big mouth!!) sa lahat ng mga sinabi ko sa inyo. Hindi na mahalaga kung sino ako. ang importante makapag-sorry ako. Sorry talaga ha. Anyways, mayroon akong useful info para sa lahat ng new buyers (ng cccom) na tulad ko. If you're looking for back issues, try wandering at the Glorietta, katabi ng Kikay store. Yung pinakamalapit na magazine shop dun may iss.9 pa silang binebenta. Sana lang huwag nyo kong maubusan kasi di pa ko nakakabili. Naubos kasi ipon ko sa pagbili ng complation 1. Kung naghahanap rin kayo ng compilation para sa mga hindi makahanap...try wandering a bit sa Park Square. Basta meron don. Di ko lang aksi alam yung exact location. It's demeaning to say naman na ngayon lang ako nakapunta ron. Taga-bundok kasi ako eh!!! Sana useful ang info na binigay ko para sa mga hopeless fans na kagaya ko!! I still love CCCOM!!!!

Ma. Czarina Geronimo
via Internet

CCCom readers in search of back issues will certainly appreciate the tip, Czarina. Thanks!

APOLOGY

Readers of CCCom issue 14 were probably shocked/disgusted/frightened/pleased (!) to find 4 cusswords, all uncensored and plain as day, on page 7 of Kubori Kikiam. This was NOT intentional. The editor, who unintentionally (and idiotically) uncensored the copy while proofreading, begs the readers' and Mr. Michael David's forgiveness for making such a grave mistake, and promises to be doubly eagle-eyed and paranoid (read: will proofread every page fifty times or die) in issues to come. Very sorry.

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THIS ISSUE'S FAN FEATURE

Jethro, a hapless manunubos, looks back on the day he and his comrades took on Dante - and failed. And that boring synopsis doesn't do **Jezreel Rojalez** and **Aaron James Mongcopa**'s collaboration justice! To know why the staff was bowled over by this hilarious Pasig sidestory, flip to the fan feature section now!

Are you just itching to get published yourself?

Requirements:

1. Submit a maximum of 8 pages (1, 2, 4 or 6 pages will also do).
2. Actual work must not exceed 8.5" x 11".
3. Submissions through the Internet will not be honored.
4. Colored comics are favored over B/W comics.
5. Your story should be a oneshot, not a series or multi-chaptered.
6. Make sure your work is as clean as possible for printing clarity (especially for B/W works).
7. Make your text clear and readable. If you don't want to write down the dialogue, send us a copy of your script and we'll key in the text for you.

If you are submitting your work in digital form (e.g. CD), we highly recommend the following:

1. Work on actual print size (6" x 8").
2. Maintain a resolution no lower than 300 dpi.
3. Submit in either TIFF or PSD format.

Again, please note: we **DO NOT ACCEPT ENTRIES VIA THE INTERNET**, so please don't e-mail them to us.

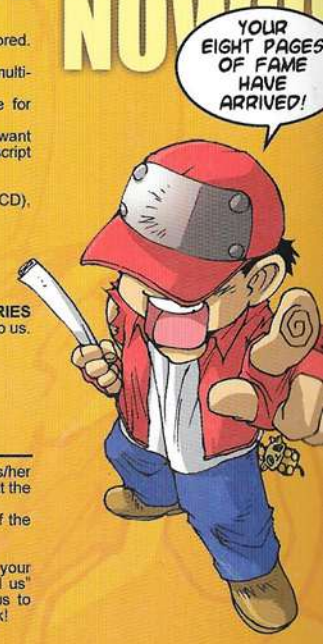
Published works will receive:
Php 500 per colored page
Php 200 per black and white

Conditions:

1.Creator/Artist will get copyright credits for his/her characters, except for Culture Crash characters that the Creator/Artist makes use of.
2. Culture Crash will retain copyright ownership of the work published.

Please be advised that once we have received your work, we will maintain a "we'll call you, don't call us" policy. We believe that this is the best way for us to remain unbiased and fair in our decision. Good luck!

SEND IN YOUR WORK NOW!!!



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CAN'T GET ENOUGH OF CULTURE CRASH?

If you crave more than the comic magazine, check out these hot Culture Crash collectibles

The Culture Crash official trading cards and 2004 calendar are now available at Comic Quest and Comic Alley branches in Metro Manila.